



PROLINE Retail Sportsbook GAME CONDITIONS

PROLINE RETAIL SPORTSBOOK GAME CONDITIONS

1. Proline is governed by these Game Conditions and the General Rules Respecting Lottery Schemes of the British Columbia Lottery Corporation (“**BCLC**”), which include other rules and limitations of liability and are available at bclc.com/rules.
2. These Game Conditions include the following:
 - (a) the rules set out in section 1 through 14 (the “**Sports Betting Conditions**”);
 - (b) the definitions set out in Schedule A; and
 - (c) the sports-specific betting conditions (the “**Sports-Specific Terms**”) set out in Schedule B.
3. Proline is separate and distinct from PlayNow Sports, with its own set of terms and conditions. BCLC may, in its sole discretion, administer offers and promotions associated with Proline from time to time.
4. To the fullest extent permitted by law and without limiting any other section of these Game Conditions, BCLC may, at any time and at its sole discretion, take whatever measure(s) or action(s) it deems to be appropriate in the circumstances to help ensure: (i) the integrity of Proline; and/or (ii) that Proline is administered in accordance with BCLC’s interpretation of these Game Conditions.
5. BCLC may from time to time amend these Game Conditions.
6. By participating in Proline the Player is deemed to have accepted and agreed to these Game Conditions completely and unconditionally, including any special rules and conditions Published by BCLC periodically, including wager limits, claims rules, and pay-out rules.

How to Participate

7. To participate, a Player must generate a QR Code using the Website or the App and present it to an authorized retailer or, subject to availability, a Self-Service Terminal, along with the applicable payment. Upon presentation of the QR Code, payment, and validation of the wager by the Proline platform, a ticket will be issued showing the particulars of Selections, odds, the wager amount, wager ID, and other relevant information as determined by BCLC.
8. Odds and Lines are subject to change prior to the QR Code being presented to an authorized retailer or Self-Service Terminal and the bet being successfully placed. The odds applicable to a wager will be the prevailing odds at the time the QR Code is presented, which will be displayed on the ticket.
9. The QR Code is not a ticket or a receipt. The QR Code is a bet slip and does not constitute a wager. The QR Code has no monetary value.
10. BCLC will make information on available wagers accessible on the Proline platform. To the extent there is a conflict in the information between the information on the Proline platform and BCLC’s computer system, the information in BCLC’s computer system shall govern.



PROLINE Retail Sportsbook
GAME CONDITIONS

Acceptance of Wagers

11. BCLC may limit the number of picks in a parlay.
12. Wagers may only be placed until the Event Cut-Off Time for Wagering, before a Result is known, or before a stage where the Player could have any indication of the Result of the Wager, as determined by BCLC.

Tickets

13. The ticket, not the QR Code, is the only valid receipt and proof of payment for a wager. Tickets are only valid for the Events indicated on the ticket.
14. It is the Player's responsibility to check the accuracy of their tickets.
15. Vouchers printed by a Self-Service Terminal for non-played funds do not expire and may be redeemed at a retailer, subject to availability.

Cancellation of Tickets and Wagers

16. Wagers cannot be cancelled unless authorized by BCLC. Under no circumstance may a wager be cancelled once the first Event on the ticket has started.
17. Tickets purchased at a retailer with no Live Betting selections may be cancelled within 5 minutes from the time of printing of the ticket.
18. Tickets purchased at a retailer that contain any Live Betting selections cannot be cancelled.
19. Tickets purchased at a Self-Service Terminal cannot be cancelled.
20. Cancelled tickets are void.

General Settlement Rules

21. BCLC does not recognize protests, overturned decisions, or amended Results.
22. Subject to BCLC's discretion to Resettle, once BCLC has entered the Result into BCLC's computer system it shall be final and binding.

Prize Claims

23. A valid ticket must be presented for all prize claims. In case of loss, complete or partial destruction of the ticket, or in general, when it is not possible to recover the winning wager, BCLC shall not be liable to pay such winnings, or to provide any other form of compensation.
24. Winning tickets expire and does not entitle the Player to a prize if three hundred sixty-six (366) days have elapsed from the date of the last Event included in the wager.
25. Subject to the General Rules Respecting Lottery Schemes, in the event that a wager is void, or deemed to be void, BCLC may, at its option: (a) void the affected Selections on a wager or ticket; or (b) void the entire wager or ticket, in which case BCLC may provide a refund in the amount paid for the void wager or ticket a.
26. Any purported Payout on a void wager or ticket without BCLC's authorization shall at all times remain the property of BCLC.



PROLINE Retail Sportsbook
GAME CONDITIONS

27. If a wager or series of wagers is accepted that is considered to provide guaranteed profits for the Player (for example, wagering on separate wager types that cover the opposite probability range), then BCLC reserves right to either (i) settle at the correct price, as reasonably determined by BCLC, or (ii) void any such wager placed.
28. If BCLC reasonably believes that the outcome of an Event or Market was not in conformance with the rules or regulations of the governing body for that Event or that there are questions relating to the integrity of an Outcome, BCLC reserves the right to suspend payments relating to that Event or Market until the resolution of BCLC's concerns.
29. BCLC reserves the right to delay or withhold payment during an investigation of a Payout or potential Payout, in its sole discretion.

Payout and Bet Limits

30. The total amount of prizes that may be won by a Player on any Calendar Day, or on any combination or wager a Player bets on, is limited to \$250,000.00 (two hundred and fifty thousand dollars) (the "**Payout Limit**").
 - (a) With respect to the Payout Limit applicable to any combination or wager, for clarity, this means the maximum payout for any wager by a Player is limited to the Payout Limit, regardless of the date of redemption. As an example only, if a Player places a wager on Teams A & B in a parlay to win \$250,000.00, and if that Player has multiple tickets for that same wager on Teams A & B, that Player may only redeem one winning ticket for that wager, regardless of the redemption date.
31. The maximum amount that could potentially be won at the time the wager was placed, if not for the Payout Limit may be shown when placing the bet. The onus of responsibility rests firmly with the Player to stay within the limits and to account for the Payout Limit across all bets placed. Players waive any claim to amounts in excess of the Payout Limit.
32. Where BCLC has reason to believe Players may be colluding or otherwise collaborating to obtain a Payout in the aggregate amongst such Players which exceeds the Payout Limit, BCLC may, at its discretion, cancel such wagers or tickets.
33. Maximum bet limits may vary on an individual basis, and by Sport, league or Selection. BCLC reserves the right to manage liability by limiting the amount that can be wagered on a given Event.

Results and Data

34. Information displayed on the Website or the Apps, such as current scores, time elapsed, is provided from a live feed supplied by a third party and may be subject to time delay, inaccuracies, or other deficiencies. BCLC is not liable for any loss or damage, directly or indirectly, suffered by a Player as a result of such deficiency.

Effective Date

35. These Game Conditions come into effect on October 12, 2026 (or such later date as may be specified by BCLC).



PROLINE Retail Sportsbook GAME CONDITIONS

SCHEDULE A – DEFINITIONS

“All-in Play” means Results on Selections will stand regardless of Non-Starters and regardless of whether or not a possible winning Selection was listed for the Market.

“Apps” means the mobile applications made available by BCLC for Proline on which Players can view available wagers and generate QR Codes.

“Banker Bet” has the meaning given to it in section 2.3.9(b) of the Sports-Specific Terms.

“BCLC” means the British Columbia Lottery Corporation.

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

“computer system” means the central computer system of BCLC, or any computer system managed or operated under the authority of BCLC, to record gaming transactions, including any computer utilized by BCLC in the operation of Proline

“Dead Heat” refers to a Result where two (2) or more Outcomes finish tied for the same position(s). These wagers are subject to a Dead-Heat Rule.

“Dead Heat Rule” has the meaning given to is in section 1.1.3 of the Sports-Specific Terms.

“Event” means the specific match, game, competition, or special event between two (2) or more participants, or any other event as determined by BCLC, on a Scheduled start date.

“Event Cut-off Time for Wagering” means the time assigned to an Event or Market by BCLC, in its sole discretion, after which no further Wagering may occur with respect to that Event or Market.

“Force majeure” means events or occurrences that are beyond the control of BCLC and which were unforeseeable and unavoidable, and any planning or application of defense measures by BCLC cannot have possibly prevented these events such as, but not limited to, natural disasters (acts of God), floods, earthquakes, fires, war, strikes, cyber incidents, incidents affecting payment infrastructure, embargo, acts of terror, and virus-related epidemics.

“Game Conditions” means these Proline Retail Sportsbook Game Conditions, which for clarity includes the Sports Betting Conditions, the definitions contained in Schedule A, and the Sports-Specific Terms in Schedule B.

“Sports Betting Conditions” has the meaning given in section 2(a) of the Sports Betting Conditions..

“Line” means the value given to a Market for Wagering purposes. This value could be a quote on the total points/goals/runs in an Over/Under Market, or it could be the Spread given to a team in a Point Spread Market.



PROLINE Retail Sportsbook

GAME CONDITIONS

“Live Betting” means wagers made while an Event is in progress. Live Betting may be referred to colloquially and on the Proline platform as “Live Bet”, “In Play”, “Betting in Running”, or “BIR”.

“Market” means the specific type or category of wager that contains Outcomes from which a Player can make Selections.

“Non-Starter” means an anticipated participant, competitor or other outcome listed as a Selection that withdraws, or otherwise fails to participate prior to the beginning of the event..

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

“Non-Starter Reduction Rule” means the deduction applied to a winning bet on an Event offered on a Non-Starter No Bet basis where a different competitor (not the one Selected by the Player as part of the winning bet) is for any reason withdrawn, suspended or disqualified in that Event.

“Outcome(s)” mean specific betting predictions, as part of Markets, which are available for Players to Wager on. These can be in the form of correct goal predictions, winning teams/players, number of points scored, etc. and will include specific odds associated to that Result.

“Over/Under” means a Market type where the Player is required to select whether the total number of points/goals/runs etc. will be over or under a given Line set by BCLC.

“overtime” means additional innings, periods, overtime or other such extra play as BCLC may specify in accordance with the rules and regulations of the league or governing body of that Event.

“Payout” means the amount of money paid to the Player for a winning wager.

“Payout Limit” has the meaning given in section 30 of the Sports Betting Conditions.

“Player” means a person who is eligible to participate in Proline in accordance with the the General Rules Respecting Lottery Schemes, and these Game Conditions. For clarity, uncapitalized references to “player” or where player is capitalized due to the beginning of a sentence, or where the context otherwise clearly indicates, is to the contestant in a sport.

“Point Spread” refers to a number (either whole or half), offered by BCLC, that for a positive Point Spread is added to or for a negative Point Spread is subtracted from a Selection’s final score to determine the Result of the Point Spread Market. “Spread” has a similar meaning to Point Spread.

“Proline platform” means BCLC’s retail sports betting technical platform made available to Players through the Apps and Website.

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



**PROLINE Retail Sportsbook
GAME CONDITIONS**

“QR Code” means the QR code generated by the App or Website upon creation of a valid bet slip.

“Result” means the winning Outcome of a Market for settlement purposes as determined solely by BCLC.

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

“General Rules Respecting Lottery Schemes” means the General Rules Respecting Lottery Schemes of BCLC.

“Round Robin” or **“System Wager”** means a Wager in which at least three or more Selections are required but, unlike Parlay Wagers, does not entitle Players to win all Selections to receive a Payout. For example, if a Selection is made with respect to four (4) Events (Team A, Team B, Team C, Team D) and a Round Robin of 2 is chosen, this means the Selection is equivalent to 6 parlay combinations of 2 Events each (AB, AC, AD, BC, BD, CD).

“Same Game Parlay Wagers” means Parlay Wagers within the same Event.

“Selection” refers to the Outcome chosen from a Market and confirmed by the Player prior to placing a wager. **“Selected”** has a similar meaning.

“Scheduled” refers to the date and time when the Event will be played.

“Self-Service Terminal” means the terminals authorized by BCLC to enable Players to make Selections and wagers.

“SOG/T” means Shots on Goal for Hockey or Shots on Target for Soccer.

“Sports-Specific Terms” means the rules contained in Schedule B of these Game Conditions.

“Website” means the website made available by BCLC for Proline on which Players can view available wagers and generate QR Codes.



SCHEDULE B – SPORTS-SPECIFIC TERMS

1. General Provisions

- 1.1.1. In all cases of postponements, cancellations, suspensions and interruption of events, the local date and time of the Event prevails (local time). The official commencement of every Event is the last officially publicized time, either the one published in the Proline platform or the one subsequently officially publicized by BCLC. Any subsequent publication supersedes any previous publication and such subsequent publication shall be considered the new official commencement time of the Event.
- 1.1.2. An Event will be considered cancelled (No Action) in the following circumstances: (1) Events which were cancelled or postponed and were not held within 48 hours of the original start time.; (2) where there was a change of opposition; or (3) where there was a reversal of home and away team with the game simultaneously taking place in the away team's venue. Subject to any exceptions stated in the rules applicable to a specific Sport in which case such exception shall govern.
- 1.1.3. If an Event starts before the Event Cut-off Time for Wagering for that Event or were placed on an Event whose Result was already determined, then all wagers that include this Event will be voided and refunded to the Player.
- 1.1.4. If an Event or Market is suspended before the conclusion of regular time, and the rest of that Event is not played within the next 48 hours, then all wagers involving this Event will be voided and refunded unless it includes a wager whose Result has already been determined (i.e. wagers that have a Result that would not change if the game was concluded) in which case the wager will be valid only with respect to the Result that has been determined, subject to any exceptions stated in the rules applicable to a specific Sport in which case such exception shall govern.
- 1.1.5. If an Event is suspended before the conclusion of regular time, and is concluded from the time of the suspension within the next 48 hours, then all wagers placed on this Event are valid for the official result declared at the conclusion of the Event.
- 1.1.6. If an Event is suspended before the conclusion of regular time, and is restarted from the beginning within the next 48 hours, then all wagers on the suspended Event will be voided and refunded (irrespective of the time they were accepted), except in the instance of wagers whose Result has already been determined (i.e. wagers that have a Result that would not change if the game was restarted) in which case the wager will be valid only with respect to the Result that has been determined).
- 1.1.7. For every wager type involving three choices (including but not limited to; for example, soccer "Match Winner"), there could arise a "Double Chance" wager type with odds for every combination of two (2) from the three (3) eventualities. For example, considering three eventualities A, B, C, the corresponding Double Chances are: A or B, A or C and B or C. In all cases the respective provisions of the corresponding wager type involving three choices will apply for Double Chance as well. A, B, C will be represented a "1 or Home" a home team win, "X or Tie" as a tie result and "2 or Away" as the away team.



PROLINE Retail Sportsbook
GAME CONDITIONS

- 1.1.8. Where an Event has been cancelled and refunded and deemed No Action, such as:
- (a) postponements; cancellations; suspensions; early start to a match; a change of opposition;
 - (b) a reversal of home and away team with the event simultaneously taking place in the away team's venue, or
 - (c) where it is not possible for the event to receive a specific result,

then the following applies:

The Line that has such an Event will be valid if there is one remaining Event that is not cancelled and refunded. In the case where a wager includes only Events that have been cancelled and refunded, then the price of the Line is refunded to the Player.

- 1.1.9. For wagers that require correctly predicting a finishing position or a range of positions (i.e. team, or athlete, or driver to finish first or within the range of 1-5 positions of a race or competition), if one or more teams (athlete or driver) occupy the same winning position of a wager and the events that win are more than the predicted ones, then the odds for wager settlement are calculated from the fraction derived from the division of the number of positions (winning choices) that need to be paid by the number of teams (athletes or participants) that occupy the same position. An exception to this rule is Sports or wager types that have different provisions as stated in their respective category, in which case these stated provisions supersede this rule. In all cases, the minimum odds that apply are equal to a refund. This also includes instances where a wager with two selections has been offered (for example but not exclusively head to head) and both participants achieve the same result. In that case, both Selections will be considered as winning, with their odds divided by two.
- 1.1.10. In certain cases, including where there may be an Error, BCLC, at its discretion, reserves the right to void and refund all bets placed on the error, or calculate winnings based on the average odds offered by at least three (3) leading wagering companies globally for the same wager or combination of wagers.
- 1.1.11. At its discretion, BCLC may void, deem No Action, and refund certain wagers, including with Events for Sports not directly referred to in these Sports-Specific Terms. Events may include those for promotional reasons (as examples only, refunding losing wagers that almost won, refunding wagers that lost after obvious referees' error), Events with uncertain results or wagers that were offered by mistake where the Event was cancelled before the event took place and without similar wagers being reoffered.
- 1.1.12. If the same Event is offered simultaneously-with different Event code numbers, BCLC has the right to cancel and refund wagers on all those Events, or to cancel all but one of those Events which remaining Event shall be valid for the wager.



PROLINE Retail Sportsbook GAME CONDITIONS

- 1.1.13. In the case of a Dead Heat wager, the stake money is proportionately divided according to the number of Selections which had a Dead Heat result and are paid at full odds (the **“Dead Heat Rule”**). As an example only, if a player places a \$10 wager on a Golfer to finish in the Top 5. That Golfer finishes in a tie for 5th with 5 other Golfers. The \$10 wager is divided by 5 (number of Golfers involved in tie) and paid out at the price the bet was placed.
- 1.1.14. Incorrect Names: If the name of a player or team is spelled incorrectly, all bets will stand unless BCLC determines it was obvious that the wrong player or team was displayed. BCLC’s decision in this regard will be final.

2. Wager Types

2.1. General Conditions

- 2.1.1. The Selections chosen by the Player create a wager to be paid out at the stated odds. Wagers are offered with fixed odds for every selection separately or for combination as chosen by the Player. Odds are expressed by indicating a return relative to 100-unit base figure. Whenever there is a minus (-) that amount is wager to win \$100, where there is a plus (+) that amount is won for every \$100 wagered, i.e. odds of -150 means a wager \$150 to win \$100 (\$150 + \$100 a return of \$250); accordingly, odds of +310 means a wager of \$100 to win \$310 (\$310 + \$100 a return of \$410). The BCLC has the right to change odds at any given time.
- 2.1.2. All settlements are based on results and statistics provided by the relevant league or Event’s governing body, as determined by BCLC.
- 2.1.3. In the event, for whatever reason, there is a material change of the game format of a certain Event compared to the originally planned one based on the relevant competition and stage (for example, a best-of-5 tennis game finally played as best-of-3, a soccer game played in 3 periods of 30 mins, a 4 quarter basketball game played in two halves, etc.), BCLC reserves the right to refund all wagers for that Event.
- 2.1.4. In the event of an early start to a game which is not offered as in-game (i.e. a game is found out to have started earlier than wager acceptance was allowed) then all Selections on that game from wagers received after actual start time will be settled as void.

2.2. Live Betting Conditions

2.2.1. Live Betting

For clarity, the conditions set out in this Schedule B, including Settlement conditions, apply to Live Betting.

2.2.2. Events Not Completed

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



PROLINE Retail Sportsbook GAME CONDITIONS

2.2.3. Live Betting Event Information

As set out in the Sports Betting Conditions, there may be discrepancies between Event information displayed on the Website or App and how a bet is Settled based on these Game Conditions. Players may not be provided with the most up-to-date information in relation to an Event, including as a result of slow connection speed or equipment, system flaws, faults, errors or service interruption. BCLC is not liable for any loss or damage, directly or indirectly, suffered by a Player as a result of such deficiency.

2.2.4. Information Delay

To ensure the most up to date odds are in place, BCLC may, in its discretion, provide for a delay to be added at the time of bet confirmation for Live Betting. BCLC is not liable for any loss or damage, directly or indirectly, suffered by a Player as a result not having up-to-date information or for delays in bet placement.

2.2.5. Cancellation

As set out in the Sports Betting Conditions, any wager with a Live Bet cannot be cancelled. This includes all bet types and any wager that includes a live selection.

2.3. Wager Types

BCLC may offer the following types of wagers:

2.3.1. Money Line

A Money Line or straight up wager is a bet on the outright winner of the game or event without any point spread odds. It can be available pre-game or in-game for a sporting event.

2.3.2. Point Spread/Handicap

A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread”. It can be available pre-game or in-game for a sporting event.

2.3.3. Total Over/Under

Total Over/Under Wagers are placed on a line set by the Operator that is the total combined score at certain points during the game, including any extra time added if the score was tied at the end of regulation time. In a Total Over/Under Wager, a Player predicts the score to be lower or higher than the set line to win the Wager. It can be available pre-game or in-game for a sporting event.

2.3.4. Head to Head

Head to Head Wagers are available for games or events in which a direct comparison can be made between two teams or two individual participants in a game or event.

2.3.5. Odd/Even



Odd/Even involves predicting whether the total points scored in a game or event will be an odd or even number. This Wager can be offered for an individual team separately, or for a specified period of the game, or for any combination of team and period in which case the prediction will only involve the score in these specific periods. In all circumstances, zero (0) is considered to be an even number.

2.3.6. Proposition "Prop" Wagers

Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as "Team Props," "Player Props" and "Special Props."

2.3.7. Futures/Outrights

A Future Wager is a Money Line type of wager and is a wager placed on a game or event typically held far in advance such as which team will win a championship or series.

2.3.8. Single Wager

A Single Wager is the most commonly used wager type. It is a straight bet based on the outcome of an event. Winnings are calculated by multiplying the odds of the selection by the stake.

2.3.9. Parlay Wager

Parlay Wagers combine multiple individual Wagers into one Wager on a single ticket. The total odds in a Parlay Wager are calculated by multiplying the odds of all the individual picks. To win a Parlay Wager, each of the individual Selections in the parlay must win. If one individual Selection is lost, then the entire Parlay Wager is lost. As examples only, if a player has selected four Events on a Wager and one Event is postponed or cancelled, the parlay becomes a three-selection Parlay Wager on the remaining Events. If a player has selected two Events on a Parlay Wager and one Event is postponed or cancelled, the parlay becomes a straight Wager on the remaining Event. Parlay Wagers are accepted up to the Event Cut-off Time for Wagering of the first Event chosen by the player in the Parlay Wager, as validated by the Proline platform and set out on the ticket.

(a) Round Robin or System Wagers

Round Robin or System Wagers is a type of Parlay Wager that requires at least two or more Selections on a single ticket. Round Robin or System Wagers can return winnings without all Selections on the ticket being correct.

A normal System Wager produces all possible combinations from the selections involved. For example, a system bet 2,3,4 from 4 selections (let's call them A, B, C, D) will produce all available doubles (6), trebles (4) and fourfold (1).

Doubles:

A, B
A, C
A, D
B, C



PROLINE Retail Sportsbook
GAME CONDITIONS

B, D
C, D

Trebles:

A, B, C
A, B, D
A, C, D
B, C, D

Fourfold:

A, B, C, D

(b) Banker Bets

A “**Banker Bet**” is a type of System Wager. By selecting a banker in a system, you are making this selection mandatory for all combinations. If your banker loses, then the entire bet loses. The combinations of your selections that do not include the banker are not part of the bet. In the same scenario as above, 4 selections A,B,C,D, system 2,3,4 with A as a banker, all combinations from B, C, D (without A) are excluded from the bet. Those are your bet parts:

Doubles:

A, B
A, C
A, D

Treble:

A, B, C
A, B, D
A, C, D

Fourfold:

A, B, C, D

The same is applied if more than one banker is selected, all system combinations include all bankers and if any of the bankers loses, then the entire bet loses. If a banker selection becomes void, then for the system settlement purposes it is considered a won selection with odds of 1.00.

(c) Same Game Parlay Wagers

Notwithstanding the foregoing, Same Game Parlay Wagers with one or more Selections that are deemed void will be settled (in full) as void, regardless of the number of Selections in the wager.



3. Athletics (Track & Field)

3.1. General Conditions:

- 3.1.1. If a participant or team is disqualified or retires from any event, bets placed on this market will stand. BCLC reserves the right to void any bets on any outright markets (including but not limited to outright winner, top 3 finish etc.) if any of the top 3 favorite teams/participants withdraws before the start of the competition.
- 3.1.2. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for settlement purposes.
- 3.1.3. Abandoned, interrupted or postponed matches are void unless rescheduled and played before the end of the tournament or closing ceremony.
- 3.1.4. Tournaments must start and complete within thirty (30) days of the initial scheduled date for bets to have action.

3.2. Head to Head:

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

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



3.3. Group Betting:

- 3.3.1. If two or more participants finish at the same place, then the Dead Heat Rule applies. Bets on athletes who do not compete (Non-Starters) are settled as a loss.
- 3.3.2. If a participant or team is disqualified or retires from an event, bets placed on this Selection will stand and be settled as a loss. We reserve the right to void any bets on any outright markets (including but not limited to 'Outright Winner', 'Top 3 Finish' etc.) if any of the top 3 favourite teams/participants withdraws before the start of the competition.

3.4. IOC/IAAF Results:

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

3.5. Podium:

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

4. Baseball

4.1. Baseball specific definitions:

- 4.1.1. **"4½ innings rule"** in baseball means market results are official after five innings of play (or 4½ innings if the home team is leading). if a game is 'called' or suspended, results are determined by the score after the last full inning (unless the home team score to take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is suspended). selections will be made void if the home team ties the game prior to the game being suspended.
- 4.1.2. **"8½ innings rule"** in baseball means a minimum of nine innings (8½ innings should the team scheduled to bat in the bottom of the ninth inning be ahead) are required to be played for bets to stand and failing that all bets are void.

4.2. General Conditions:

- 4.2.1. If played, extra innings will count for all markets unless otherwise stated.
- 4.2.2. If starting pitchers are listed with the event or selection, all bets will have action and stand regardless of which pitchers start the game.
- 4.2.3. If starting pitchers are not listed with the event, all bets will have action and stand regardless of which pitchers start the game.



- 4.2.4. The settlement of all wagers is based on results and statistics provided by the relevant league's governing body/organizing committee.
- 4.2.5. Dead Heat Rules apply for all Tournament/Series/Specials or Season Long Markets offered that can end in a tie that aren't specifically called out as having tiebreakers in the market or market types in these Game Conditions. Examples of these include but are not limited to: Most Strikeouts, Most Stolen Bases, Most Home Runs, etc.

4.3. General settlement rules for scheduled 9 inning games:

- 4.3.1. The 8 ½ innings rule applies to all betting markets, unless otherwise stated then the 4 ½ innings rule applies. Extra innings, where applicable, count for settlement purposes.

4.4. General settlement rules for games scheduled less than 9 innings:

- 4.4.1. If MLB schedules a game for less than 9 innings, then 'money line' markets are settled as per the 4 ½ inning rule and all additional markets are settled based on the amount of innings the game is scheduled. For example, if the MLB schedules a 7-inning game, then the game must complete 7 innings (6 ½ if the home team is leading in the 7th inning) for all markets that fall under the normal 8 ½ inning rule, to have action. Extra innings, where applicable, count for settlement purposes.

4.5. Delayed/ Postponed/ Suspended games:

- 4.5.1. Delayed/Postponed Games: In the case of a postponement, all markets are considered void unless the game starts on the originally scheduled day (local time).
- 4.5.2. Suspended Games: If a game is suspended before completion and not resumed within 48 hours (event local time), then all Selections will be void, however, exceptions may occur if the "4½ innings rule" is applied which takes precedent. In the case of a suspended MLB playoff or college tournament game, all bets will stand until the game is completed.

4.6. Exhibition/Pre-Season games:

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

4.7. Money Line:

- 4.7.1. The 4½ innings rule applies.
- 4.7.2. 'Money Line' market is settled on the winner of the game.
- 4.7.3. For Money Line (3-Way) lines, draw/tie is end of 9 innings and does not include extra innings.



4.8. Run Line:

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

4.9. Total Runs:

- 4.9.1. When betting on 'total runs' ('over/under'), the 8½ innings rule applies except for when the total runs scored has already reached the 'over', then all related 'total runs' bets will stand.

4.10. Odd/Even Total Game Runs:

- 4.10.1. Settled based on the result of both teams' score inclusive of extra innings if played. The home and visitor scores are added together and the result of the total being odd or even is used for settlement purposes. A final result of zero will be considered an even number for settlement purposes.

4.11. Inning Total Runs:

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

4.12. Mercy Rule:

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

4.13. Outright/Futures:

- 4.13.1. All 'outright' and 'futures' betting includes playoffs where applicable, unless otherwise specified.

4.14. First/Last Home Run:

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

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

- 4.15.1. Settled as per the 8 ½ innings rule or the if the market is a specific inning in the market name, those innings must be played in full.



4.16. Double Result:

- 4.16.1. Settles on the score at the end of the fifth inning plus the final score as per the 8 ½ innings rule.

4.17. Team to Score First:

- 4.17.1. Settled on the first run of the game irrespective of a full game being completed. Where a 'double' is offered, the 8½ inning rule applies.

4.18. Highest Scoring Half:

- 4.18.1. Settled as per the 8½ innings rule. Extra innings not included.

4.19. Highest Scoring Inning

- 4.19.1. Should the highest scoring inning occur in extra innings, innings one through nine & equal will be considered non-winners.

4.20. Inning of First Score/Inning of Last Score:

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

4.21. Inning/Half Inning Markets:

- 4.21.1. 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.

4.22. 3/5/7 Inning Markets:

- 4.22.1. 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 5 inning markets are settled as per the 4½ innings rule.

4.23. Team with Highest Scoring Inning:

- 4.23.1. Which team will score most runs in an inning. extra innings not included.

4.24. Lead After/Race to Markets:

- 4.24.1. Settled on the score at the end of the specified period, or once the required number of runs have been scored. Extra innings included.

4.25. Hits Markets:

- 4.25.1. In the case of 'specific inning' and 'half inning' markets, the stated period must have been completed for bets to stand unless the result has already been determined.

4.26. Individual Player Props

- 4.26.1. Markets may be available on the performance of named players in a variety of categories including (but not limited to) "total bases", "total hits", "total strikeouts", "to hit a home run (hr)", "record a walk", "record a rbi", "score a run", "record a pitching win", "total outs recorded", "to hit a single/double/triple"



- 4.26.2. Pitcher props require pitcher to throw at least one pitch in the game, and props on position players require player to play in the game for bets to have action.
- 4.26.3. "8 ½ innings rule" applies, unless settlement is already determined by either the player achieving the required outcome, or if the player has already been substituted out of the game without having done so.
- 4.26.4. For any prop markets related to strikeouts or walks, any automatic strikes and/or balls that occur due to rule violation will be included in settlement.
- 4.26.5. 'Total Bases' are calculated by adding the hits of designated player using the following scoring rules; single = 1 base, double = 2, triple = 3, home run = 4. For clarity, only the foregoing are applicable towards the calculation of Total Bases..
- 4.26.6. For individual season long Over/Under Player Props (Player X HR Over/Under, etc.), a player must play in the team's 1st regular season game for bets to have action. If a player does not play in the team's first game, bets will be void. If Market is offered for betting after the 1st game of the season, any bets placed after the 1st game will have action regardless of games played from that point on.

4.27. First Pitch of each Inning:

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

4.28. Grand Salami:

- 4.28.1. Grand salami market settled on the total number of runs in all the respective games from a given day. In the event of a scheduled game not being played or not being completed with a result, then all bets are void for this market. Extra innings apply in all games for this market.

4.29. Regular Season Wins:

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

4.30. Trades:

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

4.31. Series Betting:

- 4.31.1. All scheduled games between the listed teams must take place or all bets will be void. If a game is postponed or rained out then all markets are void. Extra innings apply in all circumstances.



4.32. World Baseball Classic: Specific Conditions:

- 4.32.1. There is a mercy rule that applies to this event as set out by the governing body, the international baseball federation. For example, should a team be leading by ten or more runs after the trailing team has finished batting in the seventh inning, the game will end early. A game may also end early should a team be leading by fifteen or more runs after the trailing team has finished batting in the fifth inning. If any such mercy rule arises, all bets on the event (including 'live bets'), will stand regardless of 8 ½ innings rule or 4 ½ innings rule as may be otherwise applicable.

4.33. Japanese Baseball Specific Conditions:

- 4.33.1. All bets stand regardless of venue and starting pitcher. If the result is a tie game then 'money line' betting will be void with remaining bets settled as per the official score.

4.34. MLB - Most Wins in Calendar Month

- 4.34.1. Team to have the most wins in calendar month. Tiebreak rules:
- (a) 1st Tiebreaker: Fewest Losses
 - (b) 2nd Tiebreaker: Run Differential in month (Better Run Differential Wins)

If still tied, then will be settled as Dead Heat.

5. Basketball

5.1. General Conditions:

- 5.1.1. All game Markets include overtime unless otherwise stated. Quarters and Half-time Markets do not include overtime unless otherwise stated. Exception is for NBA, NCAA and WNBA where 2nd-Half Markets include points scored during overtime periods unless otherwise stated.
- 5.1.2. For betting purposes in games involving North American Teams, the winner of a game will be determined by the official result at the end of the game after regular time and any period of overtime played.
- 5.1.3. Postponed/ Suspended Games:
North American Leagues/Competitions: i) All NBA, NCAA, WNBA games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day, then all undecided Markets will be considered void (unless otherwise stated in these Game Conditions). ii) At least 43 minutes of play must elapse for NBA bets to have action. At least 35 minutes of play must have elapsed for NCAA, WNBA Basketball bets to have action. If a game is suspended after mentioned above complete minutes are played and that game is not continued within 48 hours, then results are settled based upon the stats at time of suspension.
Other Competitions: i) Markets are settled at the end of regular time. If the match is abandoned before the completion of regular time, then Markets will be settled as void except for bets on any Markets that have been unconditionally determined. ii) All Markets on a postponed match will be treated as void if the Event has been moved to



PROLINE Retail Sportsbook GAME CONDITIONS

more than 48 hours in the future. However, if it is less than 48 hours the start-time of the Event will be updated, and Markets will be left open. If a match is interrupted or cancelled and won't be continued on the same day, all undecided Markets are considered void.

- 5.1.4. Bets on halves and quarters stand only if period is completed, unless market result has been already decided.
- 5.1.5. BCLC reserves the right to suspend any or all betting on a game at any time without notice.
- 5.1.6. All 'Futures' and 'Outright' Markets include playoffs where applicable unless otherwise stated.
- 5.1.7. The settlement of all wagers is based on results and statistics provided by the relevant league's governing body/organizing committee.
- 5.1.8. Dead Heat Rules apply for all Tournament/Series/Specials or Season Long Markets offered that can end in a tie that aren't specifically called out as having tiebreakers in the market or market types in these Game Conditions. Examples of these include but are not limited to: player to Make Most 3PTM in series, player to have Most Rebounds in series, etc.

5.2. Money Lines:

- 5.2.1. Overtime counts for Full Game and 2nd Half Money Line Bets. If there is a Tie following OT, Market will be settled as Void.
- 5.2.2. Quarters & Halves settled as per rules quoted below for Quarter & Half Markets.
- 5.2.3. For Money Line (3-Way), Tie is end of Regulation Time or listed time period if a specific time-frame and does not include overtime.

5.3. Point Spreads:

- 5.3.1. Overtime counts for full game & 2nd Half Point Spread betting.
- 5.3.2. If the outcome of a period of play or game (i.e. winning margin) exactly matches the 'Point Spread' (line), the Selection will be settled as a Push (void). Where a 'Tie' Selection for 'Point Spread' (handicap) is offered, the Selection will not be settled as a Push.
- 5.3.3. Quarters & Half's settled as per rules quoted below for Quarters & Half Markets.

5.4. Total Points:

- 5.4.1. Overtime counts for all full game & 2nd Half 'Total', 'Team Total' and 'Prop' bets.
- 5.4.2. If the total points are exactly the nominated line, then all Markets are void unless odds for the exact total amount is offered. Where a 'Tie' Selection for 'Total Points' Market is offered, the Selection will not be settled as a Push.
- 5.4.3. Quarters & Half's settled as per rules quoted below for Quarters & Half Markets.



- 5.4.4. In the "Points Range High/Low" wager the Player must correctly predict the total number of points scored in a game with range of publicized points. OT Not Included.

5.5. Oddset 3-Way:

- 5.5.1. Overtime is Included.
- 5.5.2. Oddset Tie Selection is either team to win by 5 points or less or a tie game at the end of Overtime.

5.6. 1st Half Markets:

- 5.6.1. All 1st Half Markets ('Money Line', 'Spread', 'Over/Under', 'Money Line (3-Way)', 'Total Team Points', 'Total Odd/Even' and 'Total Team Odd/Even') will be settled according to the result of the first half only. If the game is abandoned before half time, all 1st half bets will be void. If a game is abandoned during the second half, then all first half bets are still valid.

5.7. 2nd Half Markets:

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

5.8. Quarter Markets:

- 5.8.1. All Quarter Markets ('Money Line', 'Spread', 'Over/Under', 'Total Team Points', 'Total Odd/Even' and 'Total Team Odd/Even', 'Margin of Victory') will be settled according to the result of points scored in the relevant quarter only. Quarters must be finished for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets placed in-play (Live) and pre-game on the following quarters will be void.

5.9. Winning Margin / Margin of Victory:

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

5.10. Half-time / Full-time (Double Result):

- 5.10.1. Predict the result of the game at half time and at the end of the game. Market does not include overtime, unless draw/tie outcome is not offered.

5.11. Highest Scoring Half / Quarter / Period:

- 5.11.1. Predict in which period the most points will be scored. OT is Not Included. If a game is abandoned, bets will be void. Push rules apply.



5.12. Race to X points:

- 5.12.1. Predict which team will be the first to reach point total listed. If the game is abandoned before any team reaches the quoted number of points, bets will be void. OT Included.

5.13. First Basket:

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

5.14. First Player to Score:

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

5.15. Player Performance Props:

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

- 5.15.1. Player to record a Double/Double: For a winning Selection, player must record 10 or more in two of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, Steals.
- 5.15.2. Player to record a Triple/Double Where wagering is offered on a player to record a Triple/Double: the player must record 10 or more in three of the following five statistical categories: 'Total Points', 'Rebounds', 'Assists', 'Blocked Shots', 'Steals'.
- 5.15.3. Player Matchups are when Individual players' performances are matched for betting purposes in a player match up. Handicaps may be used and are applied to each player's actual score to determine the result.

5.16. Winner / Outright [Futures]:

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

5.17. Team to finish with best/worst record:

- 5.17.1. Dead Heat Rules apply.

5.18. NBA Player (Season) Props:

- 5.18.1. NBA Highest Season Average Points / Assists / Rebounds: For bets to have action, player must qualify for any category as per the official NBA rules on statistical season minimum games played. - Dead Heat Rules apply. This rule also applies to individual player Over/Under Season Long prop markets offered (player X Average PPG, etc.)



5.19. NBA – ‘Regular Season Wins’/‘Match Ups’:

- 5.19.1. Unless otherwise stated, teams must complete at least 81 regular season games for bets to stand, provided the remaining games during the course of the season not played do not affect the result. For example, a team with a Total Wins line of 35.5 and at the end of the season the team has played 80 games, has 31 wins and their remaining 2 games are cancelled. Since those remaining 2 games can have no impact on the Result bets will be settled as Win or Loss.

6. Boxing & Mixed Martial Arts (MMA):

6.1. General Conditions:

- 6.1.1. Once an official fight date is announced and displayed with the betting Event on the official promoter or organization’s website, bouts/matches must start and complete within two (2) days for Boxing and MMA of the initial scheduled date for bets to have action.
- 6.1.2. Fights where betting is offered before the exact official fight date is known, may be initially listed with the Event date of December 31 (of expected year of fight), until an official date announcement is made. Bets on these fights will stand, as long as the fight takes place in the current year, or within the following calendar year (e.g. bets placed on a fight listed on site December 31st, 2023 will stand as long as the fight takes place up to and including December 31, 2024; after which point bets will be made void. Bets will be void where a fight is cancelled before an official date is announced.
- 6.1.3. When the bell sounds for the beginning of first round, the fight is considered to have officially started.
- 6.1.4. If a fight does not take place and is declared as “no contest” all Markets will be void. Bets on Markets where the outcome has already been determined will stand and get settled accordingly.
- 6.1.5. If either fighter is replaced with another fighter all bets will be void and full stakes are refunded.
- 6.1.6. If a fighter fails to “answer the bell” for the next round, then his opponent will be deemed to have won in the previous round.
- 6.1.7. If the number of scheduled rounds in a fight is changed; i) Bets on ‘Fight Winner’ and ‘Fight Result’ stand. ii) All other Markets including: ‘Method of Victory’, ‘Exact round of ending’, ‘Winner and exact rounds’, ‘Winner and Round’ range, ‘Will the fight go the Distance’ will be settled as void.
- 6.1.8. Market Results are based on the official result announced in the ring. Settlement of bet is not affected if an official or unofficial sanctioning body overturns a fight decision based on appeal, drug testing result, lawsuit, suspension or any other fighter sanction. For all competitions, an exception is made if the amendment was made due to human error when announcing the result.



6.2. Fight Winner / Fight Result:

- 6.2.1. If the outcomes of the Market include only the two fighters and the fight ends in a draw, Selections will be void. If the draw is offered as a third option and the match ends in a draw, bets on the draw will be paid as winner, while bets on both fighters will be lost.

6.3. Total Rounds Over/Under:

- 6.3.1. Refers to the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round; for up to 1 minute and 29 seconds play of a round, the result is determined as 'under'. From 1 minutes and 30 seconds and after the result is determined as 'over'. For a 5 minutes round, the half round point is 2 minutes and 30 seconds. For 2 minutes round, the half round point is 60 seconds.

6.4. Fight to Go the Distance:

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

6.5. Method of Victory (Boxing):

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

6.6. Method of Victory (MMA):

- 6.6.1. KO, TKO or DQ. Knockout (KO) in MMA is when the fighter is deemed to have lost consciousness as a result of legal strikes. Technical Knockout (TKO) includes when the referee steps in to stop the fight because he judges that the fighter is no-longer able to actively defend themselves or the fighter cannot safely continue the match for any reason. DQ is a win after one fighter is disqualified.
- 6.6.2. Decision is when winning fighter is determined on scorecard points between the judges.
- 6.6.3. Submission is when a bout is stopped after a fighter physically or verbally taps out or is choked out.
- 6.6.4. Draw is when there are equal scorecard points between the judges for each fighter, and include;
- i) Unanimous Draw - When all three judges score the contest a draw
 - ii) Majority Draw - When two judges score the contest a draw
 - iii) Split Draw - When all three judges score differently.



7. Cricket

7.1. General Conditions:

- 7.1.1. Unless otherwise stated, Super-Overs will not be counted for the purposes of the determination of the Results.
- 7.1.2. 5-run penalties are not considered in any over or delivery Market (Markets for multiple overs are not considered for this rule).
- 7.1.3. All Markets on postponed or suspended matches are void if the Event is rescheduled more than 48 hours from the scheduled date (local time), except for Markets that have been settled.
- 7.1.4. If an Event is affected by external factors (such as bad weather) and is not declared as a 'no result', the Results will be determined according with the relevant Event's league governing body, including if the Result is determined by the Duckworth-Lewis method or the Jayadevan system and where the scheduled number of overs is reduced
- 7.1.5. In the event a match is tied or abandoned, and no winner is determined by the relevant league's governing body, then all undecided Markets will be made void.
- 7.1.6. If the winner of a match is determined by a Coin toss, a Bowl out, drawing of lots, One-Over Eliminators, Losing Fewer Wickets, Run Rates, Higher Group Position etc. then winner and all undecided Markets are considered void.
- 7.1.7. There must be an official result (Duckworth-Lewis or Jayadevan system counts) otherwise all bets are void, unless settlement of bets is already determined.
- 7.1.8. Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more on One Day Matches or by 3 overs or more for Twenty20 Matches, except for Markets that have been settled.
- 7.1.9. Most Match Sixes/Total Match Sixes; For resulting purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

7.2. Winner of a Cricket Series:

- 7.2.1. The Player is asked to predict the outcome of a cricket series (team A to win, team B to win, neither team to win). The number of wins per team is the number of wins officially announced by the organizing body of the series at the end of the series. Wagers received on a team, who for whatever reason, was disqualified or withdrawn from the series, are not winning wagers unless otherwise stated in the Program. Wagers received for any team who for whatever reason did not participate in the series will be given odds of one (1.00). If the Series were suspended before the scheduled number of matches is completed, then the team that is ahead at the time will be the winner. If no team is ahead, the winning outcome is the "Draw".



7.3. Final Result of a Cricket Match:

The Player is asked to correctly predict the final result of a cricket match. The type of the match and its duration (test, county championship, one-day match) are published in the Program. The final result of a match is the result achieved at the conclusion of play, according to the announcement of the relevant organizing body of the competition/match. In case the organizing body of the competition/match at the conclusion of the match announces, "No result", all wagers received on the final result will be given odds of one (1.00). The possible outcome for a draw between the two teams can be offered for all types of matches, except in one-day matches. In case of a tie (draw) result in all matches for which "Draw" is not offered as a possible outcome, all wagers received on the final result will be given odds of one (1.00). If the match (test or 3-5 days international) was suspended after the match has been started and one at least ball has been bowled, all wagers for final result will stand.

If a one-day match (20 overs) was suspended after at least five (5) overs have been bowled by each of the two teams, then all wagers will stand, and the winning outcome is determined according to the Duckworth Lewis method. In all other circumstances wagers for the final result will be given odds of one (1.00).

If a one-day match (40 or 50 overs) was suspended after at least twenty (20) overs have been played by each of the two teams, then all wagers will stand, and the winning outcome is determined according to the Duckworth Lewis method. In all other circumstances wagers for the final result will be given odds of one (1.00).

7.4. Winner Interval:

In the "Winner Interval" wager the Player must correctly predict the result of a specified period of a match in overs, e.g. Winner after 6 overs = which team will score most runs in their first 6 overs.

7.5. Under/Over:

In the "Under / Over" wager the Player must correctly predict if the total number of runs scored in a game will be greater or less than a limit of runs publicized. This wager can be offered for a specific team or for a specific range of the match (in number of overs), or any combination of team and range of the match, in which case only the runs scored from this team and/or the specific range is taken into account. An alternative way to offer this wager type is as an under/over option at Xth dismissal, in which case the number of runs score until that dismissal is considered.

7.6. Total Runs:

- 7.6.1. In the "Total runs" wager the Player must correctly predict if the total number of runs scored in a game will be within a certain range. This wager can be offered for a specific team or for a specific range of the match (in number of overs), or any combination of team and range of the match, in which case only the runs scored from this team and/or the specific range is taken into account.



7.7. Odd/Even:

- 7.7.1. In the “Odd / Even” wager the Player must correctly predict if the total number of runs scored in a game will be odd or even. This wager can be offered for a specific team or for a specific range of the match (in number of overs), or any combination of team and range of the match, in which case only the runs scored from this team and/or the specific range is taken into account. In any case, zero (0) is considered an even number.

7.8. Next Man Out:

- 7.8.1. The Player is asked to correctly predict who will be the next man out in a cricket match or series. Both players must be at the crease at the same time for wagers to remain valid. In the event of neither player being dismissed or one of the players withdrawing through injury before a wicket has fallen then all wagers placed will be given odds of one (1.00).

7.9. Fall of Next Wicket:

- 7.9.1. The Player is asked to correctly predict whether the next wicket will fall before or after a specified number of runs have been scored. Wagers will be given odds of one (1.00), if the wicket stated does not fall unless a winning outcome has already been established. If a player withdraws due to injury, then all wagers placed on that wicket are carried over onto the next partnership until a wicket falls.

7.10. Method of Dismissal:

- 7.10.1. The Player is asked to correctly predict how the next wicket will fall. If no wicket falls, wagers will be given odds of (1.00).

7.11. Total Runs in Highest Scoring Over:

- 7.11.1. In the “Total runs in highest scoring over” wager the Player must correctly predict the number of runs to be scored in the highest scoring over, either in the under/over format or range format or exact number format.

7.12. Team with Highest Scoring Over:

- 7.12.1. In the “team with highest scoring over” wager the Player must correctly predict which team will score the most runs within one inning.

7.13. Super Over Yes/No:

- 7.13.1. In the “Super Over Yes/No” wager the Player must correctly predict whether a Super Over will be played or not in a cricket game.



8. Curling

8.1. General Conditions:

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

8.2. Postponed or Suspended Match:

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

8.3. Incomplete or Abandoned Match:

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

8.4. Outright Markets:

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

9. Cycling

9.1. General Conditions:

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



10. Darts

10.1. Incomplete/ Postponed match:

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

10.2. Change in legs or sets:

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

10.3. Outright Markets:

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

10.4. Individual Player Averages:

- 10.4.1. All bets are void if the match is not completed.

10.5. First/ Final Leg Winning Double – Color:

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

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

- 10.6.1. Each of the three aspects of this Market must have been won outright for the bet to be settled as a winning bet. For the avoidance of doubt, the bet will be settled as a losing bet if:
 - (a) the selected player's highest checkout is the same as his or her opponent,
 - (b) the selected player scores the same number of 180's as his or her opponent, or
 - (c) the match is tied.

10.7. Match Betting:

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

10.8. Dart Specials:

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



11. Football (Including CFL)

11.1. General Conditions:

- 11.1.1. At least ten minutes of official time must elapse in the fourth quarter for bets on the outcome of the game to stand. If a game is suspended with less than 5 minutes of time remaining in the 4th quarter and that game is not continued within the next 24 hours, then results are settled based upon the stats at time of suspension.
- 11.1.2. Overtime counts for all bets unless otherwise stated.
- 11.1.3. Markets on abandoned or postponed games are void if the event is not played within 48 hours of the originally scheduled time, except for NFL whereby if abandoned or postponed games are not completed, within 3 days from the original scheduled date, then markets are void.
- 11.1.4. BCLC reserves the right to suspend any or all betting on a game at any time without notice.
- 11.1.5. In 'Point Spread' and 'Total Points' betting, where the index (spread or line) is a whole number, Selections featuring this index are a Push and will be void where the result exactly matches the line, unless a 'Tie' Selection is offered.
- 11.1.6. All 'Futures' and 'Outright' Markets include playoffs where applicable unless otherwise stated.
- 11.1.7. The settlement of all wagers is based on results and statistics provided by the relevant league's governing body/organizing committee.
- 11.1.8. Dead Heat Rules apply for all Time Based/Weekly/Specials or Season Long Markets offered that can end in a tie that aren't specifically called out as having tiebreakers in the market or market types in these Game Conditions. Examples of these include but are not limited to Most Receiving Yards in the Game, Longest Reception in the Game, Longest Rush in the Game, Most Passing Yards for the Season, Most Points Scored in Week 13, etc.
- 11.1.9. For individual season long Over/Under Player Props (Player X Rushing Yards Over/Under, etc.), player must play in the team's 1st regular season game for bets to have action. If they do not play in the team's first game, bets will be void. If Market is offered for betting after the 1st game of the season, any bets placed after the 1st game will have action regardless of games played from that point on.

11.2. Money Lines:

- 11.2.1. Overtime counts for Full Game and 2nd Half Money Line Bets. If there is a Tie following OT, Market will be settled as Void.
- 11.2.2. Quarters & Halves settled as per rules quoted below for Quarter & Half Markets.
- 11.2.3. For Money Line (3-Way) Lines, Tie is end of Regulation Time and does not include overtime.

11.3. Point Spreads:

- 11.3.1. Overtime counts for full game & 2nd Half Point Spread betting.



11.3.2. If the outcome of a period of play or game (i.e. winning margin) exactly matches the 'Point Spread' (line), the Selection will be settled as a Push (void).

11.3.3. Quarters & Half's settled as per rules quoted below for Quarters & Half Markets.

11.4. Total Points:

11.4.1. Overtime counts for all full game & 2nd Half 'Total', 'Team Total' and 'Prop' bets.

11.4.2. If the total points are exactly the nominated line then all Markets are void unless odds for the exact total amount is offered.

11.4.3. Quarters & Half's settled as per rules quoted below for Quarters & Half Markets.

11.4.4. In the "Total Points Margin" wager the Player must correctly predict the total number of points scored in a game with range of publicized points.

11.5. Oddset 3-Way:

11.5.1. Overtime is Included.

11.5.2. Oddset Tie Selection is either team to win by 3 points or less or a tie game at the end of Overtime.

11.6. Quarters & Half Markets:

11.6.1. 1st Half: All 1st Half Markets will be settled according to the result of the 1st Half only. If the game is abandoned before half-time, all 1st half bets will be void. If a game is abandoned during the second half, then all first half bets are still valid.

11.6.2. 2nd Half: All 2nd Half Markets will be settled according to the results of the 2nd Half including Overtime if played. If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of the abandonment.

11.6.3. 1st/2nd/3rd/4th Quarter: All Quarter Markets will be settled according from only the results (points scored) of the relevant quarter, including the 4th quarter which does not include overtime. If the entire game is not completed, wagers on quarters will have Action if the relevant period was completed. Quarters must be finished for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets placed in-play (Live) are pre-game on the following quarters will be void.

11.6.4. Winner of Both Halves: Predict the Winner (or tie) of the 1st Half and the Winner (or tie) of the 2ndHalf. The Result for each half is based only on the points scored in that half.

11.6.5. In the "Highest Scoring Half / Quarter" wager the Player must correctly predict in which half or quarter (1st, 2nd, 3rd, or 4th) will most points be scored in a football game. This wager can also be offered for each team separately. Overtime is not included for these markets.

11.6.6. A "Half Time / Full Time" bet is settled according to the Results at Half-time and at the end of regulation time. Overtime does not apply unless stated specifically in the market name.



11.7. Game Props/Player Props:

- 11.7.1. If a game is abandoned, Selections or bets related with this game will be void unless a Result is already determined through the course of play that has taken place.
- 11.7.2. For 'Player Props' or 'Player Specials', any player(s) offered as Selections must enter the game for at least one play during the game for action, otherwise the Selection will be void.
- 11.7.3. Any Combination of Multiple Players to get over 'X' Passing/Rushing/Receiving Yards/TDs (or Receptions/Completions/Carries). Any player(s) offered as Selections must enter the game for at least one play during the game for action, otherwise the Selection will be void.

11.8. First Offensive Play Yard Line:

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

11.9. First Turnover and First Team to Commit a Turnover:

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

11.10. First Offensive Play:

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

11.11. First Team/Last Team to Score:

- 11.11.1. If a game is abandoned, then bets will stand on scores that have already taken place.
- 11.11.2. Overtime is included.

11.12. First/Anytime/Milestones (1+, 2+ etc.)Touchdown Scorers:

- 11.12.1. Any player(s) offered as Selections must enter the game for at least one play during the game for action, otherwise the Selection will be void.
- 11.12.2. For touchdown scorer markets, the winning Selection is the player who possesses the ball in the endzone. For example - on a pass touchdown play, the receiver in the endzone is graded as the winner, not the Quarterback.
- 11.12.3. If there are no Touchdowns scored in the game, bets on players are considered action as non-winning wagers.

11.13. First Penalty:

Settled on the first accepted penalty in the game.



11.14. Shortest Touchdown - O/U yards:

If no TD is scored, Market is void

11.15. Longest Field Goal - O/U yards:

If no FG is scored, Market is void.

11.16. Shortest Field Goal - O/U yards:

If no FG is scored, Market is void.

11.17. Time of First TD - O/U Minute:

If no TD is scored, Market is void.

11.18. Time of First FG - O/U Minute:

If no FG is scored, Market is void.

11.19. Team to Convert Longest Field Goal:

If no FG is scored, Market is void.

11.20. Team to Score in all 4 Quarters:

4th Quarter does not include OT.

11.21. Team to Win Every Quarter/Half:

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

11.22. Team to Lead After Every Quarter:

4th Quarter does not include OT.

11.23. Longest Touchdown - O/U yards:

If no TD is scored, Market is void.

11.24. Time of First Score - O/U Minute:

If there is no score, Market is void.

11.25. Any Team to Score Over X points:

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

11.26. X Straight Scores by Either Team - Yes/No:

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

11.27. Defensive/Special Teams TD scored - Yes/No:

Defensive conversions on a 2pt attempt do not count.



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

4th Quarter does not include OT.

11.29. Largest Lead by Either Team - O/U points:

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

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

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

11.31. First Touchdown will be O/U 'X' Yards:

If no TD is scored, bet is void.

11.32. Team to Score First/Last Wins:

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

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

If there is no score, bet is void.

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

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

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

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

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

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

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

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

11.38. Regular Season Wins:

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

11.38.2. NCAA 'regular season wins' Markets do not include playoff, conference championship, bowl games, or other postseason games. Win totals include only the games in the regular season schedule and all regularly scheduled games must be



played for the bets to have Action, unless otherwise stated or unless any unplayed games could not affect the Result. Forfeited games will count towards settlement

- 11.38.3. CFL 'regular season wins' Markets do not include playoff or other postseason games. Win totals include only the games in the regular season schedule. Teams must complete at least 18 regular season games for bets to have Action, unless otherwise stated or unless any unplayed games could not affect the Result. Forfeited games will count towards settlement.

11.39. NFL - To Win Division:

NFL tiebreak rules apply.

11.40. NFL - To Win Conference:

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

11.41. Team to finish with best/worst record

Dead Heat Rules apply.

11.42. CFL – Division Winner:

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

12. Golf

12.1. Abandoned, Postponed or Shortened Event:

- 12.1.1. Should a tournament be shortened, or otherwise affected due to weather conditions the trophy presentation will govern settlement of outright Markets, including 'Tournament Groups', 'Place Only', 'Top 10' provided the official minimum number of holes requirement has been satisfied. If the official minimum number of holes requirement is not satisfied then all bets on that Event will be void except bets that have already been decided (e.g. 'First Round 3-Balls'); Tournament Matchbets, Tournament Prop Bets and Player Tournament Prop Bets will be void except for bets on which the result has already been decided.
- 12.1.2. If there is no further play in the tournament after a wager has been placed, those wagers will be Void.
- 12.1.3. If some holes are played which do not contribute to the Result, all bets struck after the last official shot will be void, except for bets on Markets that have been unconditionally determined.
- 12.1.4. If a match or tournament is postponed, all bets stand except if tournament is not played within seven days, in which case bets will be void.



12.2. Abandoned or Cancelled Round:

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

12.3. Futures (Outright) & Outright Winner:

- 12.3.1. When more than one player shares the same lowest score in a tournament and there is no play-off, then 'Win/Place' (Each Way) bets are settled by the Dead Heat Rule.
- 12.3.2. If there is a play-off then the result of the play-off will determine the winner of the tournament. Even if three or more contestants take part, such a play-off has the sole purpose of deciding the winner of the tournament (meaning that the relative finishing positions, within the tournament, of unsuccessful play-off contestants is not affected by their placing in the play-off).
- 12.3.3. For 'Win/Place' (Each Way) bets, the Dead Heat Rule applies. For example, if 'Each Way' terms are offered for a tournament and they are for the first four places, the three players tying for third place will be deemed to have Dead Heated for third, fourth and fifth place with one-third wager lost and two-thirds wager settled at full place Odds for 'Win/Place' (Each Way) bets on those players.
- 12.3.4. 'Futures' or 'Outright' bets placed are Non-Starter No Bet and BCLC reserves the right to apply the Non-Starter Reduction Rule to reflect returning wagers on non-players.

12.4. Dead Heat:

When two or more Selections share one of the places BCLC permits the entry of both 'win' and 'place' Dead Heat Reductions. Win/Place Bet or Each Way Bet. A 'Win/Place' bet or 'Each Way' bet consists of 2 equal stake bets. For the Win part of the bet the Selection must finish first. For the Place part of the bet, the Selection must either win or finish in one of the specified top places for the Event, such as first place or second place (usually up to 5th position). For example, a \$100 Win/Place bet means your total stake is \$200. The Odds on the Place part of the bet are calculated as a fraction of the winning Selection Odds: 1/2, 1/3, 1/4, 1/5. If selected outcome finishes 1st, both the win and place parts of the bet will return a profit.

12.5. Tournament Group & Tournament Match Markets:

- 12.5.1. In 'Tournament Group' Markets the winner will be the player with the highest placing at the end of the tournament. Players missing the cut will be eliminated. If all listed players miss the cut the player with the lowest score at the cut will be deemed the winner. In the event of a tie, the Dead Heat Rule applies.
- 12.5.2. In 'Tournament Match' Markets the winner will be the player with the highest placing at the end of the tournament. If both players miss the cut, then the one with the lowest score will be deemed the winner. Bets are settled on complete rounds only and if all players fail to complete the first round all bets are void. If a player completes more rounds than his opponent, that player is deemed the winner regardless of scores. If



both players fail to complete a round, bets are settled on the scores at the end of the last completed round. If the tournament is shortened, all bets are void unless the result has already been decided.

- 12.5.3. In 'Tournament Match' Markets, a tie voids all bets.
- 12.5.4. If a listed player is withdrawn or disqualified prior to both players teeing off in the match, then that match is void.
- 12.5.5. All 'Top' players (i.e. 'Top European' players, 'Top US' player etc.) are settled in the same way as 'Tournament Group' Markets.

12.6. 2 Ball/3 Ball:

- 12.6.1. If a player in the '2 Ball' or '3 Ball' does not tee-off, all bets in that '2 Ball' or '3 Ball' are void. However should a player retire/Withdraw during the round, they will be deemed to have played and lost. If all players fail to complete the round bets are void.
- 12.6.2. The winner will be the player in the pairing or group with the lowest score over eighteen holes.
- 12.6.3. All bets will stand, irrespective of whether the players play in the same group or not.
- 12.6.4. 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.
- 12.6.5. If odds for a tie are offered in '2 Ball' betting and there is a tie, bets on both players are non-winners and bets on the tie are winners. If there is no tie offered in '2 Ball Betting' all bets are void in the event of a tie. The Dead Heat Rule applies if there is a tie in '3 Ball' betting.
- 12.6.6. Any tournament that applies the stableford scoring system, the highest point scorer during the round will be deemed the winner.

12.7. To Make/Miss the Cut:

- 12.7.1. Bets on players to 'Make/Miss the Cut' will be settled on the official result posted on the tour sites. In the event of multiple cuts, bets are settled on the first cut only.
- 12.7.2. Players who are disqualified or withdraw before they complete thirty-six holes (or fifty-four holes in the case of a 3-round cut) are deemed to have missed the cut.
- 12.7.3. If thirty-six holes (or fifty-four holes in the case of a 3-round cut) not be completed then all bets on this Market will be void.
- 12.7.4. Players who are disqualified or withdraw subsequent to posting a score equal to or better than the official cut mark (after they have completed thirty-six holes) will be deemed to have made the cut.

12.8. Finishing Positions:

- 12.8.1. 'Finishing Position' is decided by the result posted by the governing body of that tournament (e.g. PGA Tour, European Tour). If a player finishes in a tie for a position



he or she is deemed to have finished in the position they tied for (e.g. a player tying for tenth will be deemed to have finished tenth).

12.8.2. If a player is disqualified, retires injured or withdraws they will be deemed to have finished last.

12.8.3. Should thirty-six holes (or fifty-four holes in the case of a 3-round cut) not be completed then all bets on this Market will be void.

12.9. Place Only/Top 5 Finish/Top 10 Finish/Top 20 Finish:

Dead Heat Rule applies to these Markets.

12.10. Matchplay:

12.10.1. Matches are settled on the official winner, including after additional holes if played.

12.10.2. If a player does not start the match, all bets are void.

12.10.3. In any 'qualify' or 'to reach' Markets, in the event that another unqualified golfer takes the place, winners will be settled on the qualification only, and any subsequent change will not count.

12.11. Tournament Prop Bets:

12.11.1. Tournament Par 3/4/5 Winner - Players who fail to complete the tournament (WD or MC) do not qualify. The Dead Heat Rule applies.

12.11.2. Player Number of Birdies (or better)/ Number of Pars/ Number of Bogeys (or worse) in the Tournament - All bets void if player does not complete 72 holes.

12.11.3. Winning Score/ Winning Margin/ Lowest 18 Hole Score – Void if 72 holes not complete.

12.11.4. Hole in One – All bets void if tournament is shortened unless the Result has been unconditionally determined.

12.11.5. These Markets will not include any playoff shots.

13. Hockey

13.1. General Conditions:

13.1.1. Games must go fifty-five minutes for bets to stand. If a game is suspended or postponed prior to the fifty-fifth minute of play, bets will be void unless the Result of a Market has already been determined during the normal course of play, or if the game is resumed during the same day.

13.1.2. Overtime, including any subsequent shootout, counts for all Markets unless stated otherwise in the Market name or Market rules. Overtime and/or Shootout does not count for any Market where the Market Name states "Excl OT" (or similar verbiage). 'Player Goal' or 'Point' related bets do not include shootout goals (unless otherwise stated in the Market name or rules).



- 13.1.3. If there is a shootout, the winning team will be credited with one goal. This counts for all Markets where applicable.
- 13.1.4. All 'Outrights' and 'Futures' Markets include playoffs where applicable, unless otherwise stated.
- 13.1.5. The settlement of all wagers is based on results and statistics provided by the relevant league's governing body/organizing committee.
- 13.1.6. Dead Heat Rules apply for all Tournament/Series/Specials or Season Long Markets offered that can end in a tie that aren't specifically called out as having tiebreakers in the market or market types in these Game Conditions. Examples of these include but are not limited to: Most Goals Scored in Season, Most Points Scored in Season, Most Goalie Wins in Season, Tournament Leader in Goals, etc.)

13.2. Postponed Games:

- 13.2.1. All Markets on a postponed match will be treated as void if the Event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the Event will be updated, and Markets will be left open. If a match is abandoned interrupted or cancelled and won't be continued on the same day, all undecided Markets are considered void. Exception to the above rule is if any Preseason NHL Game is not played on its original scheduled date, all markets will be Voided.

13.3. Money Line/Puck Line/Total Goals/Alternates:

- 13.3.1. Unless otherwise stated in the Market name (i.e Excl OT), these Markets include overtime and any subsequent shootout for settlement purposes. If the 'Total' or 'Line' result exactly matches the total or line as appears in the bet, the Selection will be settled as a Push.
- 13.3.2. For these 3-outcome markets (including Period markets), there is no 'push' settlement. If there is a Tie or for Total markets where the number of goals result exactly matches the number listed in the selection, the 'exactly x goals' will be settled as the winner and other Selections are losers.

13.4. 60 Minute (Regulation Time) Markets:

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

13.5. Oddset 3-Way:

Oddset Tie is the game to end in a Tie after Overtime and go to a Shootout. Market is not offered on games that have no possibility of ending in a shootout (example: NHL Playoff Games, etc.)



13.6. Period Markets:

Settled on the exact score of goals scored only within the specified period. For settlement purposes the third period does not include any overtime, if played. The Dead Heat Rule applies to the 'Highest Scoring Period' Market.

13.7. Both Teams to Score/60 Minute Double:

If both teams score but the game is tied after sixty minutes, then all Selections will be settled as nonwinners.

13.8. Double Result (1st Period/ 60 Minute Result):

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

13.9. Number of Goals/Total Goals (Odd/Even):

Includes overtime and any subsequent shootout for settlement purposes.

13.10. Anytime Goalscorer/ First Goalscorer/ Goal Milestones (1+,2+, etc.):

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

13.11. Grand Salami:

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

13.12. Props:

- 13.12.1. Overtime counts for all proposition bets, except for those that are based on specific periods of play, or if otherwise stated. At least fifteen minutes of official time must elapse in the third period for bets to stand.
- 13.12.2. For 'Player Props', the respective player(s) must appear on the ice during the game for bets to stand.
- 13.12.3. For 'Player Goal Props', only goals scored in regulation or overtime count for settlement purposes. Shootout goals do not count unless otherwise stated.
- 13.12.4. For individual season long Over/Under Player Props (Player X Goals Over/Under, etc.), a player must play in the team's 1st regular season game for bets to have action. If they do not play in the team's first game, bets will be void. If Market is offered for betting after the 1st game of the season, any bets placed after the 1st game will have action regardless of games played from that point on.



13.13. NHL Futures Markets:

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

14. Lacrosse

14.1. General Conditions:

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

15. Motor Sports (Formula 1, NASCAR, Indy, Moto Cross, Rally, Motor Bikes)

15.1. Postponed Events:

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

15.2. Pole Position:

For the settlement of wagers pertaining to "Pole Position" the valid positioning is the one publicized by the organizing committee of the race.

15.3. Formula 1 and Rally:

- 15.3.1. The start of the race is the signal to start the warmup lap. If any Selection does not take part in the warm-up lap, or ready to start from the pit lane then the Selection will be settled as void.



15.3.2. Individual race betting is settled on the Results of the podium presentation, regardless of any subsequent disqualifications.

15.3.3. If a race is abandoned and no official result is declared, then all drivers for that race will be settled as void.

15.4. Formula 1 and Rally Race matchups:

15.4.1. Bets have action only when both drivers start the race.

15.4.2. If both drivers do not finish the race, the driver completing more laps will be the winner of the matchup.

15.4.3. If both drivers do not finish the race and both drivers completed the same number of laps, bets will be void.

15.4.4. Subsequent penalties or demotions will not affect the resulting of Markets.

15.4.5. Original results will be considered as the official settlement results even if subsequent changes to the original finishing order occur due to appeals or decisions of the governing body

15.5. Championship Markets:

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

15.6. Rally Team - Race matchups (Head-to-Head):

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

15.7. Indy Racing and NASCAR:

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

15.8. Indy Racing and NASCAR - Race matchups (Head-to-Head):

15.8.1. Wager has 'action' only when both drivers start the race.

15.8.2. If both drivers do not finish the race, the driver completing more laps will be the winner of the matchup.

15.8.3. If both drivers do not finish the race and both drivers completed the same number of laps, bets will be void.

15.8.4. Subsequent penalties or demotions will not affect the resulting of bets.

15.8.5. Original results will be considered as the official settlement results even if subsequent changes to the original finishing order occur due to appeals or decisions of the governing body

15.9. NASCAR Group Match-ups:

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



16. Novelties (Novelties & Specials)

16.1. Sports categories as Novelty Bets:

Betting categories listed under 'A-Z Sports' which are offered as Novelty Bets include 'eSports', 'Chess', 'Politics', 'TV & Movies', 'WWE/AEW Wrestling' and 'Weather'. Novelty Bets may also be offered under individual sports leagues. For example, a Football bet may be offered as a Novelty Bet, in which case the conditions under Novelties would apply for market rules and settlement.

16.2. Additional Conditions:

Any additional conditions (including terms of settlement or applicable payout limit for Novelty Bets) will be stipulated within the Market or blurb on the market.

16.3. Past Post (Known Outcome):

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

16.4. All-in Play:

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

17. Rugby (Union/League/Sevens)

17.1. Rugby Union/ League General Settlement Rules:

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

17.2. Rugby Sevens General Settlement Rules:

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

17.3. Interrupted/Postponed Matches:

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

17.4. Anytime Tryscorer:

Settled at the end of the regular time. Any Selection that does not take part in the match is void. The 'No Tryscorer' Selection is included in this Market, so if no tries are scored then all Selections are settled as losers, provided that the player has taken part in the game. Penalty tries do not count.



17.5. First Tryscorer:

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

17.6. Last Tryscorer:

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

17.7. Hat-Trick (Players):

This Market is settled at the end of the regular time. Any Selection that does not take part in the match will be void. Penalty tries do not count.

17.8. Player Markets:

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

18. Soccer

18.1. General Conditions:

- 18.1.1. All bets are on the basis of 90 minutes play unless otherwise stated for that particular Market. In this sub-section, the phrase '90 minutes play' includes regular time plus time added on by referee for stoppages.
- 18.1.2. If a match finishes, before the completion of a scheduled 90 minutes play, unless otherwise is stated, bets will be void except for:
 - i) Bets of which the outcome has already been determined at the time of abandonment. Nevertheless, the market must be fully determined for bets to stand e.g. first player to score, first team to score, over 0.5 goals or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.
 - ii) Bets on whether a team advances in a cup competition, next round or raises the cup
 - iii) In friendly matches, if the match is scheduled for 90 minutes but is completed early



PROLINE Retail Sportsbook
GAME CONDITIONS

due to the referee's decision, all bets will stand on the final result. This does not include abandonments, which will be treated as normal.

- 18.1.3. Some Soccer matches may have a play format other than two 45-minute halves. In this case the following will apply:
- i) 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are considered void.
 - ii) 80 minutes scheduled play (2 x 40 minutes). All bets are considered valid.
 - iii) If the playing schedule is different from the above stated, all bets are void
- 18.1.4. To the extent that a video assistant referee ("VAR") is consulted, the incident which led to the referral will, for the purposes of these conditions, be deemed to have occurred at the actual time of its occurrence (rather than the time on which the relevant referral, or decision, was made)
- 18.1.5. Where BCLC has settled a Market and, due to a subsequent VAR decision, it becomes apparent that such settlement was inaccurate, BCLC reserves the right to reverse such settlement (provided that the VAR decision occurred prior to the conclusion of the match or other timeframe relating to the bet).
- 18.1.6. Bets which are placed between the occurrence of an incident which leads to a VAR review and the related VAR decision will be deemed void unless BCLC determines:
- i) the VAR review (and subsequent decision) did not ultimately alter the decision made by the on-field officials, or
 - ii) the VAR review (and subsequent decision) altered the decision made by the on-field officials but did not have any material influence on the bet(s) in question. All bets which BCLC determines were not materially influenced by the VAR review (and subsequent decision) will stand.
- 18.1.7. For clarity, BCLC will consider the VAR as having been used if it may be implied from the referee's gestures (e.g. hand gestures or stopping the match to review the incident themselves) or VAR usage is confirmed by the match report issued by the official governing body who is ultimately responsible for oversight of the applicable match. In cases where it is unclear whether the VAR has been used due to missing TV coverage or conflicting reports, BCLC will settle the bets in its discretion based on the information acquired from feed providers and generally reputable online sources.
- 18.1.8. Settlement will be at the Odds prevailing at the time the bet was placed and confirmed. Dates and kick-off times of matches shown are for guidance purposes only.
- 18.1.9. In the absence of an official source or when significant conflicting evidence for a Result is present, bets will be settled based on video and/or the feed provider scouting data with BCLC determining the final Result.
- 18.1.10. Dead Heat Rules apply for all Tournament/Series/Specials or Season Long Markets offered that can end in a tie that don't have a tiebreaker rule or aren't specifically called out as having tiebreakers in the market or market types in these Game Conditions. Examples of these include but are not limited to: Most Goals in League Season, Most Assists in Season, etc.



18.2. Time of Bets:

Bets on 'Time of the First/Last Goal', 'Time of First Corner', 'Time of First Booking' and 'Interval' Markets will be settled as the time shown by the host TV broadcaster for the match. i) For 'Time of First Corner', the time that the corner is taken will count. ii) For 'Time of First Booking', the time that the player is shown the card will count.

18.3. Abandoned, Postponed, Venue Changed or Unplayed Matches:

- 18.3.1. If a match has not started (or if BCLC believes that a match will not have started) by 11:59 PM, Event local time, on its scheduled start date and is postponed, then all Selections will be void unless BCLC determines that the match has been rescheduled to be resumed within 48 hours of its original start date.
- 18.3.2. If a match is interrupted/suspended but subsequently resumed (from the point in the match at which it was interrupted) within 48 hours of the original scheduled kick off time, all bets will stand. Otherwise, if the match is resumed post the 48 hours of the original scheduled kick off time, all undecided bets will be void. If a match is interrupted and is replayed in full, all undecided bets on the original fixture will be void and the decided ones will be settled accordingly.
- 18.3.3. Change of match venue:
 - (a) If the home and away team are reversed (e.g. match is played at the away team's ground) then bets will be void and full stakes will be refunded.
 - (b) If venue changes to other than to the away team's ground but the home team is still designated as such, bets will have action and get settled after end of match.
 - (c) If a match is played at the away team's venue but the home team listed is considered the home team by the official governing body of that fixture, all bets will have action.
- 18.3.4. Neutral venue: Whether indicated on our site or not, bets will stand regardless of which team is listed as the home team.

18.4. Match Result (Win-Draw-Win):

In the "Match Result" wager, the Player must correctly predict the final outcome of a game by correctly selecting home team to win, away team to win, or a tie/Draw at the end of the match (not considering any overtime played) An exception to the general provisions rules is when a soccer match is suspended after the start of the second half and the remaining match is not played within the next day, then the result at the time of suspension is considered as the Game result.

18.5. Match Result with Handicap:

In the "Match Result with Handicap" wager the Player must correctly predict the final outcome of a certain soccer match considering a goal spread given to one of the two teams. The goal spread can be a DECIMAL OR A whole number. If it is a decimal number, then there can be no tie result. IF IT IS A WHOLE NUMBER, THEN A TIE WILL BE AVAILABLE AS A SELECTION. This wager type can be offered for one half of a soccer match (1st or 2nd) or for a specified



period of the match where the prediction will only involve these specific periods.

18.6. 1st Half Result:

In the "1st Half Result" wager the Player must correctly predict the result of the first half of a match.

18.7. 2nd Half Result:

In the "2nd Half Result" the Player must correctly predict the result of the second half of a match.

18.8. Match Result INTERVAL:

In the "Match Result Interval" wager the Player must correctly predict the result of a specified period of a match i.e. 1-15 minute.

18.9. Under/Over Goals:

In the "Under / Over Goals" wager the Player must correctly predict if the total number of goals scored in a match will be greater or less than a limit of goals publicized. This wager can be offered for an individual team separately or for a specific half (1st or 2nd) or for a specified period of the match, or any combination of team and interval where the prediction will only involve these specific periods.

18.10. Half-Time / Full-Time:

In the "Half Time / Full Time" wager the Player must correctly predict the combination of the result of the first half with the game result of a match.

18.11. Half With Most Goals:

In the "Half with Most Goals" wager the Player must correctly predict the half (1st half or 2nd half) of a match that most of the goals will be scored in. This wager can also be offered for each team separately.

18.12. Both Teams Over 1.5:

In the "Both teams over 1.5" wager the Player must correctly predict whether both teams will score at least 2 goals each.

18.13. Both Teams Under 1.5:

In the "Both teams under 1.5" wager the Player must correctly predict whether both teams will score 1 goal or less each.

18.14. Both Halves Over 1.5:

In the "Both halves over 1.5" wager the Player must correctly predict whether more than 2 goals will be scored in the first half and more than 2 goals will be scored in the second half as well.



18.15. Both Halves Under 1.5:

In the "Both halves under 1.5" wager the Player must correctly predict whether in both halves 1 or less goals will be scored.

18.16. Correct Score:

In the "Correct Score" wager the Player must correctly predict the correct score in goals of a soccer match. This wager can be offered separately for each half (1st half or 2nd half) or interval which means that the score of the half (1st half or 2nd half or interval) is considered only. This wager can also be offered with selections of groups of scores (e.g. 1-0, 2-0, 2-1 combined).

18.17. Exact Goals:

In the "Exact Goals" wager the Player must correctly predict the exact number of goals that will be scored in a soccer match. This wager can be offered for each team separately or for each half (1st half or 2nd half) or for any specified time period of the match, or any combination of team and time period. In the latter case the prediction considers only the number of goals that were scored during the specified period of the match.

18.18. Total Goals Aggregated/Range:

In the "Total Goals Aggregated/Range" wager the Player must correctly predict the number of goals that will be scored in a soccer match where the choice of goals will be within a specified range. This wager can be offered for each team separately or for each half or for any specified time period of the match, or any combination of team and time period. In the latter case the prediction considers only the number of goals that were scored during the specified period of the match.

18.19. Both Teams to Score:

In the "Both Teams to Score" wager the Player must correctly predict if both teams will score at least one goal during a match (called "Goal") or if any one of the two teams or both teams will not score during a match (called "No Goal"). This wager can be offered for each half separately or for any specified time period of the match. In the latter case the prediction considers only the number goals that were scored during the specified period of the match. This wager can also be offered as a combination of the two halves, with the Player having to predict whether both teams will score during the 1st half combined with whether both teams will score in the 2nd half.

18.20. Which team to Score:

In the "Which team to score" wager the Player must correctly predict if none, both or only one team will score a goal.

18.21. Odd/Even:

In the "Odd / Even" wager the Player must correctly predict whether the total goals scored in a match will be an odd or even number. This wager can be offered for each team separately or for each half (1st half or 2nd half) or for any specified time period of the match, or any combination of team and time period. In the latter case the prediction considers only the number goals that



were scored during the specified period of the match. In all circumstances, zero (0) is an even number.

18.22. Team to Score 1st / Last Goal:

In the "Team to score 1st / Last Goal" wager the Player must correctly predict which team will score the first or the last goal of a match. This wager can be offered for each half (1st half or 2nd half) or for any specified time period of the match. In the latter case the prediction considers only the number goals that were scored during the specified period of the match.

18.23. Match Result (Win-Draw-Win) and Under/Over Total Goals or Both Teams to Score:

In the "Match Result (Win-Draw-Win) and Under/Over Goals or Both Teams to Score" wager the Player must correctly predict any double combination of Game result or double chance with under / over of a specified limit or Both Teams to Score or sum of goals, or any double combination of under / over of a specified limit and Both Teams to Score or any double combination of Game result and 1st/last team to score by choosing the combination of the respective selections or any combination of Halftime/Fulltime result and under / over of a specified limit. Any of the above combinations or legs of the combination can refer to a specific half (1st or 2nd) or for a specified period of the match, in which case the prediction will only involve these specific periods.

18.24. Score Both Halves Home/Away:

In the "Score both Halves Home / Away" wager the Player must correctly predict whether one of the two teams will score at least one goal in both halves of the game.

18.25. Win Both Halves Home/Away:

In the "Win both Halves Home / Away" wager the Player must correctly predict whether one team will score more goals than their opponent in both halves separately.

18.26. To Win 1st Half or Full Time:

In the "To Win 1st Half or Full Time" wager the Player must correctly predict whether one team will win either the first half or the match.

18.27. To Win 1st Half or 2nd Half:

In the "To Win 1st Half or 2nd Half" wager the Player must correctly predict whether one team will score more goals than their opponent either during the first half or the second half separately.

18.28. Scoring Tie:

In the "Scoring Tie" wager the Player must correctly predict whether the game result of a match will be a tie with both teams having scored.



18.29. Clean Sheet:

In the “Clean Sheet” wager the Player must correctly predict whether each team will concede a goal or not.

18.30. Home Win to Zero, Away Win to Zero:

In the “Home Win to Zero, Away Win to Zero” wager the Player must correctly predict whether one team will win the match with a clean sheet (without conceding any goals).

18.31. Margin of Victory:

In the “Margin of Victory” wager the Player must correctly predict the winning margin of one team in exact number or ranges of goals. This wager can be offered for each half (1st half or 2nd half) or for any specified time period of the match. In the latter case the prediction considers only the number goals that were scored during the specified period of the match.

18.32. Race To:

In the “Race to” wager the Player must correctly predict which team will first reach a set number of goals, i.e. Race to 2 goals – which team will first score 2 goals in a match. This wager can be offered for each half (1st half or 2nd half) or for any specified time period of the match. In the latter case the prediction considers only the number goals that were scored during the specified period of the match.

18.33. Tie/Home/Away No Wager:

In the “Home No Wager” the Player must correctly predict the game result without considering a home win. In the “Tie No Wager” the Player must correctly predict what will be the game result without considering a tie. In the “Away No Wager” the player must correctly predict what will be the game result without considering a visitor win. In the event the game result within a match is not considered in the, then all wagers will be refunded. This wager can be offered for each half (1st half or 2nd half) or for any specified time period of the match. In the latter case the prediction considers only the number goals that were scored during the specified period of the match.

18.34. Match Flow:

In the “Run of Play” wager the Player must correctly predict the combination of first team to score and the game result of a match, i.e. home team – tie result. In cases where there are no goals scored, then all wagers are losing wagers unless there are odds offered for the prediction “No Goal”.

18.35. Win from Behind:

In the “Win from behind” wager the Player must correctly predict whether either team will win the match after having had the first goal scored against them.



18.36. Under/Over Penalties:

In the "Under / Over Penalties" wager the Player must correctly predict if the total amount of penalties awarded during a match is greater or less than a limit publicized or in the form of will there be a penalty awarded "Yes or No". This wager can be offered for one half (1st or 2nd) or for any specified time period of the match in which case the prediction considers the number of penalties awarded for this specific time period of the match.

18.37. First/Last Penalty:

In the "First / Last Penalty" wager the Player must correctly predict if and which team will be awarded the first, every subsequent or the last penalty of a match. This wager can be offered for one half (1st or 2nd) or for any specified time period of the match in which case the prediction considers only the penalties awarded for this specific time period of the match.

18.38. First Penalty Scored/Missed:

In the "First Penalty Scored / Missed" wager the Player must correctly predict whether the first penalty awarded will be converted to goal or missed or if no penalty was awarded in the match.

18.39. Under/Over Corners:

In the "Under / Over Corners" wager the Player must correctly predict whether the total amount of corners awarded during a match is greater or less than a limit publicized or in the form of will there be a corner awarded "Yes or No". This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the corners awarded for this specific time period of the match.

18.40. Odd/Even Corners:

In the "Odd / Even Corners" wager the Player must correctly predict whether the total numbers of corners awarded is an odd or even number. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the corners awarded for this specific time period of the match. In all circumstances, zero (0) is an even number.

18.41. Sum of Corners:

In the "Sum of Corners" wager the Player must correctly predict the total numbers of corners that will be awarded where the choice will be given as an exact number of corners or a specified range of corners. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the corners awarded for this specific time period of the match.

18.42. Half with the Most Corners:

In the "Half with most Corners" wager the Player must correctly predict which half of the match will have the most corners awarded. This wager can be offered for each team separately.



18.43. First/Last Corner:

In the “First / Last Corner” wager the Player must correctly predict which team will be awarded the first, every subsequent or the last corner of a match. This wager can be offered for one half (1st or 2nd) or for any specified time period of the match in which case the prediction considers only the corners awarded for this specific time period of the match.

18.44. Corners 1X2:

In the “Corners 1X2” wager the Player must correctly predict which team will be awarded the most corners in a match. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the number of corners awarded for this specific time period of the match. This wager can be offered with a goal spread of corners awarded to one team which is considered in the winning outcome. When the goal spread is a non-whole number then there is no tie.

18.45. Corner Spread:

In the “Corner spread” wager the Player must correctly predict which team will be awarded the most corners in a match considering the spread for one of the two teams. This wager can be offered for each half (1st half or 2nd half) separately or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the number of corners awarded for this specific time period of the match. This wager can be offered with a spread of corners awarded to one team which is considered in the winning outcome. When the spread is a non-whole number then there is no tie.

18.46. Halftime/Fulltime Correct Score:

In the “Halftime/Fulltime Correct Score” wager the Player must correctly predict the combination of 1st Half Correct Score and Final Correct Score.

18.47. How the Match will be Decided:

In the “How the match will be decided” wager the Player must correctly predict the combination of the team winning the match and the stage of the match this will be achieved (regular time, extra time, penalties).

18.48. Team to Commence (Kick Off):

In the “Team to Commence” wager the Player must correctly predict which team will commence (Kick Off) the match.

18.49. Injury Time:

In the “Injury Time” wager the Player must correctly predict how much time will be added on by the referee either during the end of the first half or the second half of a soccer match. In the instance where the actual injury time played is more than what was indicated by the referee, then for wagering purposes the referee’s initial time indicated will be considered.



18.50. First/Last Goal Method:

In the “First / Last Goal Method” wager the Player must correctly predict in what way will the first, every subsequent or the last goal be scored in a match. The choices are by a shot, via a header, by a free kick, with a penalty, with a corner kick and an own goal. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the number of corners awarded for this specific time period of the match.

18.51. To Qualify:

In the “To Qualify” wager the Player must correctly predict which team will qualify to the next round of a competition.

18.52. Player Props:

See below for settlement rules depending on the Player Prop Market Offered:

18.52.1. First Goal Scorer:

In the “First Goal scorer” wager they must correctly predict which soccer player will score the first goal of the match. For predictions which soccer player will score the first goal of a match, the wager is refunded if the soccer player did not take part in the match or entered after the first goal was scored. If a goal scored is an “own goal”, then this is not considered unless there are odds offered for “own goal”. Regular Time & Extra Time Included. Penalty Shootout Not Included.

18.52.2. Last Goal Scorer:

In the “Last Goal scorer” wager they must correctly predict which soccer player will score the last goal of the match. For prediction of which soccer player will score the last goal of the match, the wager is refunded if the soccer player did not take part in the match or had been substituted before the last goal. If a goal scored is an “own goal”, then this is not considered unless there are odds offered for “own goal”. Regular Time & Extra Time Included. Penalty Shootout Not Included.

18.52.3. Anytime Goal Scorer:

In the “Anytime Goal scorer” wager they must correctly predict which soccer player will score at least one goal in the match. If player plays in the match, then bets are settled as Win/Loss. If player does not play in the match, then wagers are settled as Void. If a goal scored is an “own goal”, then this is not considered unless there are odds offered for “own goal”. Regular Time & Extra Time Included. Penalty Shootout Not Included.

18.52.4. Player Goals (1+, 2+, 3+ etc.)

In the “Player Goals” wager they must correctly predict the number of goals the listed player will score in the match. If player plays in the match, then bets are settled as Win/Loss. If player does not play in the match, then wagers are settled as Void. If a goal scored is an “own goal”, then this is not considered unless there are odds offered for “own goal”. Regular Time & Extra Time Included. Penalty Shootout Not Included.



PROLINE Retail Sportsbook
GAME CONDITIONS

18.52.5. Player Assists (1+, 2+, 3+ etc.)

In the "Player Assists" wager they must correctly predict the number of assists the listed player will record in the match. If player does not start the match, then bets are settled as Void. Regular Time & Extra Time Included.

18.52.6. Player Shots (1+, 2+, 3+ etc.)

In the "Player Shots" wager they must correctly predict the number of shots the listed player will record in the match. A "Shot" Represents *every* attempt to score. It includes goals, shots that are saved, shots blocked by an outfield defender, shots that sail over or wide of the net, and shots that hit the goalpost or crossbar. If player does not start the match, then bets are settled as Void. Regular Time & Extra Time Included. Penalty Shootout Not Included.

18.52.7. Player Shots on Target (1+, 2+, 3+ etc.)

In the "Player Shots on Target" wager they must correctly predict the number of shots on target the listed player will record in the match. A "Shot on Target" is any deliberate attempt to score that is stopped by the goalkeeper or blocked by an outfield player who is the last line of defense or goals scored. If player does not start the match, then bets are settled as Void. Regular Time & Extra Time Included. Penalty Shootout Not Included.

18.52.8. Player Tackles (1+, 2+, 3+ etc.)

In the "Player Tackles" wager they must correctly predict the number of tackles the listed player will record in the match. A "Tackle" is defined as when a player connects with the ball in a legal, ground level challenge and successfully takes the ball away from the opposition player. The tackled player must be in controlled possession of the ball to be tackled by an opposition player. If player does not start the match, then bets are settled as Void. Regular Time & Extra Time Included.

18.52.9. Player Passes (1+, 2+, 3+ etc.)

In the "Player Passes" wager they must correctly predict the number of passes the listed player will record in the match. A "Pass" is defined as the attempted delivery of the ball from one player to another player on the same team. A player can use any part of their body (permitted in the laws of the game), to execute a pass. Event categorization includes open play passes, Goal kicks, corners, and free kicks played as a pass. Crosses, goalkeeper throws, and throw-ins do not count as a pass. If player does not start the match, then bets are settled as Void. Regular Time & Extra Time Included.

18.53. Bookings:

For Bookings type wagers the following apply:

Cards that are not taken into account include: cards shown following the end of the match, or during the interval between first and second half, or to members of the team that are not players i.e. managers, coaches etc., or to players that did not take part in the match or to players that had already been substituted when the card was shown to them.



PROLINE Retail Sportsbook
GAME CONDITIONS

In the instance where a soccer player is shown a second yellow card in a match and then a red one, then for wagering purposes both yellow cards and the one red card are considered.

In the instance that a soccer player is shown a red card directly, then for all wagering purposes, this counts as two (2) bookings

In the instance where the referee shows two or more yellow or red cards during the same incident of the match, then for wagering purposes the order with which the referee showed the cards to the players is considered. If this cannot be verified by any reliable means, then the cards are considered to have been shown simultaneously.

18.53.1. Wager Types for Bookings:

All below wager types for cards may be offered for both color of cards (bookings), or specifically for yellow or red cards.

18.53.2. Under/Over Bookings:

In the "Under / Over bookings" wager the Player must correctly predict if the total of cards (yellow, red or both) shown in a match are greater or less than a limit publicized or in the form will there be a card shown "Yes or No". This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the amount of cards shown for this specific time period of the match.

18.53.3. Odd/Even Bookings:

In the "Odd / Even bookings" wager the Player must correctly predict if the total number of cards (yellow, red or both) shown in a match is an odd or an even number. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the amount of cards shown for this specific time period of the match. In all circumstances, zero (0) is an even number.

18.53.4. Sum of Bookings:

In the "Sum of bookings" wager the Player must correctly predict the total number of cards (yellow, red or both) shown in a match, where the choices are given with an exact number or within a range of cards. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the amount of cards shown for this specific time period of the match.

18.53.5. Half with the Most Bookings:

In the "Half with most bookings" wager the Player must correctly predict which half (1st half or 2nd half) of a match most cards (yellow, red or both) will be shown. This wager can be offered for each team separately.



18.53.6. First/Last Booking:

In the "First / Last booking" wager the Player must correctly predict which team will be the first, every subsequent, or the last, to be shown a card (yellow, red or either) in a match. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the amount of cards shown for this specific time period of the match.

18.53.7. Bookings 1X2:

In the "Bookings 1X2" wager the Player must correctly predict which team will be shown the most cards (yellow, red or both) in a match. This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the match, or any combination of team and period, in which case the prediction considers only the amount of cards shown for this specific time period of the match. This wager can be offered with a spread of cards for one team. This spread is considered when determining the winning team. If the spread is a non-whole number, then there cannot be a tie result.

18.54. Match Result The rest of the Match:

In the "Match Result (Win-Draw-Win) the rest of the match" wager the Player must correctly predict the result of the game from the moment of placing the bet till the end of the game. This wager type can be offered for each specific half (1st, 2nd) separately.

18.55. Asian Handicap:

In the Asian point spread wager the Player must correctly predict the result of a match after the goal spread has been applied to the teams. A head start of one half (1st half or 2nd half) or more goals will be given to one of the teams which will be added to the actual number of goals scored.

18.56. Whole goal spread:

A goal spread of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Wagers placed will be refunded if the match ends in a tie.

18.57. Half goal spread:

A goal spread of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Wagers placed cannot end in a tie.

18.58. Split goal spread:

A goal spread of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two wagers, with one half of the stake placed on the whole goal spread +/- 0.0 (scratch) or more and the other half of the stake placed on the half goal spread 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split goal spread is always the half-way point between the whole goal spread and the half goal spread.



The split is shown as follows (goal spreads can go as high as the operator desires under similar logic):

Goal Spread	Whole Goal Spread	Half Goal Spread
+/- 0.25	+/- 0.00	+/- 0.50
+/- 0.75	+/- 1.00	+/- 0.50
+/- 1.25	+/- 1.00	+/- 1.50

Example:

Everton (+ 0.25) v Arsenal (- 0.25)

If a wager is placed on Arsenal and the match result is Everton 1-1 Arsenal:

50% of the stake will be placed on the whole goal spread of 0.00 the goal spread result will be Everton 1-1 Arsenal. This half of the wager is refunded.

50% of the stake will be placed on the whole goal spread of - 0.50. The goal spread result will be Everton 1-½ Arsenal. This half of the wager has lost.

If a wager is placed on Everton and the match result is Everton 1-1 Arsenal:

50% of the stake will be placed on the whole goal spread of 0.00 the goal spread result will be Everton 1-1 Arsenal. This half of the wager is refunded.

50% of the stake will be placed on the whole goal spread of + 0.50. The goal spread result will be Everton 1½-1 Arsenal. This half of the wager has won.

18.59. Player Specials:

For the wagers involving "Player Specials" the Player must correctly predict if selected soccer players will produce specific results in specified statistical categories or will achieve specific accomplishments in the form of: a greater or lesser result within a specified value; or within a specified range; or which player will achieve the highest statistical result (i.e. score the most points) – amongst all or some specifically named players; or a yes/no option; or a single yes option. For all Player Specials, wagers placed on players that did not play in the game will be refunded, unless they refer specifically to their participation.

19. Summer & Winter Olympic Games

19.1. General Conditions:

- 19.1.1. General and sport specific conditions apply as applicable.
- 19.1.2. If there is a change to the scheduled course or venue of any event, all bets have action and will stand.
- 19.1.3. If two or more participants/teams finish at the same place, the Dead Heat Rule applies.
- 19.1.4. If a participant or team is disqualified or retires from any event, bets placed on this market will stand. BCLC reserves the right to void any bets on any outright markets (including but not limited to outright winner, top 3 finish etc.) if any of the top 3 favorite teams/participants withdraws before the start of the competition.



19.1.5. Results are declared at the time of the podium ceremony. If there is no podium presentation, then markets are settled based on the results published by the official governing body. Any subsequent disqualifications or new results will not affect settlement.

19.1.6. In absence of closing ceremony: should the Olympic Games not complete in same calendar year, all undecided markets will be void.

19.2. Medals:

19.2.1. Team-medals:

Any medals won by a team/nation per competition count as one medal regardless of the number of team members.

19.2.2. Most Medals outright betting:

If two or more countries finish with an equal number of Total Medals, then the number of gold, then silver and then bronze medals won, will be used to determine the winner.

19.2.3. Most Gold medals:

If two or more countries finish with an equal number of gold medals, the number of silver medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.

19.2.4. Most Silver medals:

If two or more countries finish with an equal number of silver medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.

19.2.5. Most Bronze medals:

If two or more countries finish with an equal number of bronze medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of silver medals will decide.

19.2.6. Most medals, Most Gold medals, Total number of medals O/U, Total number of gold medals O/U, Outright markets:

If all scheduled medal events are not completed before the closing ceremony of the games, bets placed on related Markets will be void. Markets will be settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined Markets will be made void. Examples of this are:

i) Most medals Market: Tournament finished without one scheduled medal event. At the time of closing ceremony, United States had 22 medals and the 2nd country was Sweden with 20 medals. Bets on United States will be settled as winner and all other outcomes as losers.



ii) Norway Over/Under 37.5 medals. Tournament abandoned with Norway having 38 medals at closing ceremony. Bets on over 37.5 are settled as winners and bets on under 37.5 as losers.

iii) Canada Over/Under 27.5 medals. Canada had 27 medals at closing ceremony and 2 medal events were remaining with Canada participating on one or both events. All bets are void.

20. Tennis

20.1. General Conditions:

- 20.1.1. If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- 20.1.2. In case of any delay in the start of a match or a suspension (rain, darkness etc.) all markets remain unsettled and all bets will be settled after the match is resumed and completed.
- 20.1.3. If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- 20.1.4. In cases where a match is finished before certain points/games have been fully completed, all affected point/game related markets are considered void.
- 20.1.5. Every tie break or match tie break counts as 1 game.
- 20.1.6. If a match tie break is played as a deciding set in best of 3 format, it will be considered as the 3rd set.
- 20.1.7. All bets will be settled in accordance with the official website for each tournament or tournament's governing body. If scores are not available from the governing body then an alternate reliable source will be used as determined by BCLC.

20.2. Retirement or Disqualification:

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

20.3. Not Played/ Walkover:

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

20.4. Change in Sets to be Played:

If there is a change in the number of sets to be played, all markets are settled as Void.

20.5. Change in Court Type/Surface/Venue/Scheduling:

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

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



20.6. Incomplete Tournaments:

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

20.7. Outright Betting/Quarter:

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

20.8. Tournament Match Markets:

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

20.9. Total Games/Handicap Markets:

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

20.10. Match Winner:

In the "Match Winner" wager the Player must correctly predict the final result of a tennis match by correctly selecting tennis player (or team) A to win or tennis player (or team) B to win.

20.11. Set Winner:

In the "Set Winner" wager the Player must correctly predict the final result of a specific set of a tennis match (1st, 2nd, 3rd, etc.).

20.12. Correct Score:

In the "Correct Score" wager the Player must correctly predict to correct score in sets of a tennis match.

20.13. Total Sets:

In the "Total Sets" wager the Player must correctly predict the exact number of sets that will be played in a match.

20.14. Set Correct Score:

In the "Set Correct Score" wager the Player must correctly predict the exact score in games of a specific set (1st, 2nd, 3rd, etc.) of a tennis match. This wager may be offered for parts of a set (e.g. first 4 games, first 6 games etc.), in which case only the score after those games will count. This wager could also be offered as a yes/no or single yes option for one or more of its selections, e.g. "Any set to end 6-0" or "Player A to win 6-0 or 6-1 or 6-2" etc.



20.15. Under/Over Games:

In the “Under / Over Games” wager the Player must correctly predict if the total number of games that will be played in a match is greater or less than a specific range. This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction considers only the games that will be played in that segment of the match.

20.16. Under/Over Per Player:

In the “Under / Over per player” wager the Player must correctly predict if the total number of games that a tennis player will win in a tennis match is greater or less than a specific range. This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction considers only the games that the tennis player wins in that segment of the match.

20.17. Total Games:

In the “Total games” wager the Player must correctly predict the total number of games that will be played where the choice given will be within a specific range of games. This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction considers only the games that will be played in that segment of the match.

20.18. Total Tie Breaks:

In the “Total Tie Breaks” wager the Player must correctly predict the total number of tie breaks that will be played in a match, either correctly predicting from a specified range or in the form of a yes or no proposition. This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction considers only the games that will be played in that segment of the match. In the case where a match or a set is suspended with a score of 6-6, when the set will be decided by a tie breaker, then for wager settlement purposes, a tie break is assumed to have been played. In the case where a tennis match is suspended during the last set where based on tournament rules, a tie breaker is not played (i.e. the last set of the Wimbledon men’s single finals), then for wager settlement purposes, a tie break is assumed not to have been played.

20.19. Odd/Even:

In the “Odd / Even” wager the Player must correctly predict whether the total number of games that will be played is an odd or even number. This wager can be offered for each player separately, or for a specified set (1st, 2nd, 3rd, etc.), or any combination of player and set, in which case the prediction considers only the games that will be played in that segment of the match.

20.20. Winner Most Games with Spread:

In the “Winner most games with a spread” wager the Player must correctly predict which tennis player will win the most games in a match considered in a spread in games for one of the two players. If the spread is not a whole number, then there is no tie result. This wager can be offered per specified set (1st, 2nd, 3rd, etc.), in which case the prediction considers only the games that will be played in that segment of the match.



20.21. Set Spread:

In the “Set spread” wager considers the Player must correctly predict which tennis player will win the most sets in a match taken into account a spread in sets for one of the two players. If the spread is not a whole number, then there is no tie result.

20.22. To Win a Set:

In the “To win a set” wager the Player must correctly predict whether a tennis player will win at least one set in a tennis match.

20.23. 1st / 2nd Service Game:

In the “1st / 2nd service game” wager the Player must correctly predict which tennis player will serve in the first or the second game in combination with the winner of this game (i.e. in the 1st game tennis player A to serve and tennis player B to win the game).

20.24. Race To:

In the “Race to” wager the Player must correctly predict which tennis player will win first a predefined number of games (i.e. race to 3 games – which tennis player will first win 3 games). This wager can be offered per specified set (1st, 2nd, 3rd, etc.), in which case the prediction considers only the games that will be played in that segment of the match.

20.25. Point Winner:

In the “Point Winner” wager the Player must correctly predict which tennis player will win a specific number point in a tennis match. This wager can be offered per game in which case the prediction considers only the points that will be won in that specific game.

20.26. Game of 1st Break Per Set:

In the “Game of 1st break per set” wager the Player must correctly predict in which game of a specified set (1st, 2nd, 3rd, etc.) the first break of serve will take place.

20.27. Double Result:

In the “Double Result” wager the Player must correctly predict the combination of 1st set winner and match winner.

20.28. Player Specials:

For “Player Specials” wagers, the Player must correctly predict if selected tennis players will produce specific results in specified statistical categories or will achieve specific accomplishments in the form of: a greater or lesser result within a specified value; or within a specified range; or which player will achieve the highest statistical result (i.e. score the most points); or with a yes/no option; or a single yes option – amongst all or some specifically named players.



21. Volleyball/Beach Volleyball

21.1. General Conditions:

- 21.1.1. If a match is postponed or suspended, Markets will be void unless it resumes within 48 hours of the initial scheduled starting time.
- 21.1.2. If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be void.
- 21.1.3. If a golden set is played it will not count in relation to Event Markets, unless otherwise stated and excluding player props and tournament related markets
- 21.1.4. To Qualify Market will be settled on the team that is progressing to next round including Golden Set if played.
- 21.1.5. In the event of referee enforced point deductions, all Markets will be settled based on official results, with exception the "Race to" Markets and Point Betting that have already been determined.
- 21.1.6. In case the quoted point is not being played, due to the game or set ending, all bets on that point will be void.
- 21.1.7. If a match is abandoned, or in case of retirement or disqualification of any team, all Markets will be void unless the outcome has been unequivocally decided. This applies to instances where a match has started, is postponed, and then replayed as a new match (i.e. none of the points or sets played before the postponement count).
- 21.1.8. If any of the named players in a Beach Volleyball match change before the match starts, all bets void.

22. Specials/Odds Boosts/Proline Power Picks

22.1. General Conditions:

- 22.1.1. All outcomes within a 'Special', 'Power Pick', or 'Odds Boost' must be correct, as specified in the posted terms, in order to be settled as a win. 'Specials/Odds Boosts/Power Picks' cannot be parlayed with any other bets. BCLC may void any 'Specials/Odds Boosts/Power Picks' that is comprised of an Event that is not completed (e.g. abandoned, postponed, or featured participant for player prop is Non-Starter) or is otherwise void.
- 22.1.2. Unless specifically stated otherwise, the Event/Market listed refer to the next official Event/Market that the listed participants are scheduled to take part in.
- 22.1.3. Standard abbreviations will be used to reference commonly used terms. Examples of these include but are not limited to: Points (Pts), Assists (Ast), Rebounds (Reb), Steals (STL) Three Pointers Made (3PTM), Free Throws Made (FTM), Field Goals Made (FGM), Yards (Yds), Rushing/Receiving (Rush/Rec), Receptions (Recpt), Touchdowns (TD), Passing Completions (Pass Cmpl), Passing Attempts (Pass Atm), Passing Touchdowns (Pass TD) Runs Batted In (RBI), Home Runs (HR), Strikeouts (SO or



K's), Total Bases (TB), Stolen Bases (SB) Shots on Goal (SOG), Blocked Shots (BLK), and Shots on Target (SOT).

23. Futures Wagers & Special Wagers

- 23.1.1. Futures are wagers placed in advance of any sporting event. The odds of futures wagers are adjusted throughout the season as long as wagers are offered and current odds can be found on the Proline platform. Wagers under this section, may refer to Sports not covered previously as well as extra wager types for Sports with their own paragraphs, not specifically described there. Refer to individual sport rules first. If no specific rules pertain to an outright/future market there or within the name of the market wagered on, then the rules in this section apply.
- 23.1.2. Special wagers may include the determination of the winner of a competition; the winner of a medal; the final positioning order; the precise order; qualification to the next round; or statistical accomplishments i.e. first scorer, group with the most goals, total number of goals, etc., within the framework of a competition or part of it, is decided based on the rules of conduct for each competition, irrespective of how these were determined and including any and every method of determining results and adjustments in the competition format even during its course.
- 23.1.3. Wagers received for team, athlete, driver or any type of participant that for whatever reason was disqualified or withdrawn from the competition are non-winning wagers. An exception to this is if something else is publicized in the Proline platform or if it considers part of the competition for which a result has already been determined.
- 23.1.4. Wagers placed on a team, athlete, driver or any type of participant that for whatever reason did not take part in the competition are refunded.
- 23.1.5. For any player athlete related wagers, any athletes that were part of the official roster for at least one game or any other actual part of the competition, are considered to have taken part in the competition, regardless of their actual participation in a game.
- 23.1.6. It is considered that a team participated in a competition if it took part in any qualifying stage in whatever form.
- 23.1.7. If there is a final suspension of a competition for whatever reason, then all wagers will be refunded, unless they involve wagers on a part of the competition that has already concluded and received a result.
- 23.1.8. If there is a change in the length a competition (e.g., the number of games in the competition) compared to the competition originally planned, BCLC reserves the right to void wagers that are deemed to have been significantly affected from the change. However, all wagers that have been already determined will be settled normally. If competition's governing body announces winners or results regardless of the change in the length of the competition, then this by itself constitutes grounds for settling the wager according to the announced results.

23.2. Wager Types for Futures Wagers and Special Wagers (e.g. Super Bowl)

- 23.2.1. Winner of a Competition or part of a Competition:



In the “Winner of a competition or part of it” wager the player must correctly predict the winner of a competition or part of it such as group winner, qualification winner etc. This Wager can be offered in a combination of two or more competitions for example, who will win all 4 Grand Slams or which team will win their respective Divisional Title and the World Series etc. This Wager can be offered through the “Yes/No” option separately for each team (or athlete or driver or any participant). This wager can be offered with options that group teams with common characteristics, such as same continent, same country, previous wins, etc.

23.2.2. Medal Winner:

In the “Medal Winner” wager the Player must correctly predict which athlete, team, or any participant will win a medal in a specific competition. Wagering option may include winning a specific medal (e.g. Gold, Silver, Bronze), or any medal. This wager can be offered in a combination of two or more competitions. This wager can be offered through the “Yes/No” option for any athlete, team, or any participant. For the settlement of wagers involving medals, the valid winning positions are the ones during the respective medal ceremony. If this is not held for whatever reason the winning positions are the ones initially publicized by the organizing committee. Any changes after the official medal ceremony, or if it is not held, after the official announcement of results are not considered.

23.2.3. Winner of a Competition or part of a competition without a certain option:

In the “Winner of a competition or part of it without a certain option” wager the Player must correctly predict the winner of a competition or part of it such as group winner, qualification winner etc., without considering the position of a specific participant. An example would be World Cup Winner without Brazil, in which case the winner is the team with the best finishing position, without taking Brazil into account, e.g. if Brazil wins the World Cup, then the 2nd placed team is considered the winner of this wager. This wager can be offered through the “Yes/No” option separately for each team (or athlete or driver or any participant). This wager can be offered with options that group teams with common characteristics, such as same continent, same country, previous wins etc.

23.2.4. Qualification to the Final or to a Stage of a Competition:

In the “Qualification to the final or to a stage of a competition” wager the Player must correctly predict if a team (or athlete or driver or any participant) will qualify for the final of a competition or a specific stage of it i.e. group stage, semi-final etc. This wager can be offered through the “Yes/No” option separately for each team (or athlete or driver or any participant). This wager can also be offered for combination of teams/players/participants, e.g. which 4 teams will qualify to the semi-finals of a competition.

23.2.5. Correct Placing/Elimination Stage/Relegation:

In the “Correct placing / Elimination Stage / Relegation” wager the Player must correctly predict what will be the exact place or the precise elimination phase of a team (or athlete or driver or any participant) or which team will be relegated. This wager can be offered with a choice of ranges for the place or stage group. This wager can be offered for a combination of correct places for two or more teams – such as correctly predicting 1st and 2nd place with or without exact order – or for athletes, drivers or for any participant. This wager can be offered through



the “Yes/No” option separately for each team (or athlete or driver or any participant). This wager can also be offered for combination of teams/players/participants, e.g. teams to get 1st and 2nd place in a tournament.

23.2.6. Group Wager:

In the “Group wager” wager the Player must correctly predict which team (or athlete or driver or any participant) will occupy the top spot in a competition (or part of it) within a group of participants, whereby the group may not necessarily be an actual and official group designated by the competition. This wager can be offered through the “Yes/No” option separately for each team (or athlete or driver or any participant).

23.2.7. Top Scorer of a competition or part of a competition:

In the “Top Scorer of a competition or part of it” wager the Player must correctly predict which athlete will achieve the most goals, points, runs etc. within the framework of a competition or part of it. This wager can be offered for any other statistical measure or for specific teams separately. This wager can be offered and with choices within a group of teams, an example but not limited to, is the top scorer of a Continent, or the team of the top scorer etc. This wager can be offered through the “Yes/No” option separately for each athlete or driver or any participant.

23.2.8. The Winner’s Group:

In the “The Winner’s group” wager the Player must correctly predict the group from which the winner of the competition will come from. This wager can be offered and with choices within a group of teams besides the ones designated by the competition, an example but not limited to, can be in reference to the Continent from which the winner of the competition will come from or in reference to the gender of the winner etc. This wager can be offered through the “Yes/No” option separately for each group.

23.2.9. Group with the Most Goals or Points or other Statistical Measure:

In the “Group with the most goals or points or other statistical measure” wager the Player must correctly predict the group of a competition that the most goals or points or other statistical measure will be in. In the instance where not all games from all groups have concluded, then all wagers will be refunded. This wager can be offered through the “Yes/No” option separately for each group.

23.2.10. Head to Head:

In the “Head to head” wager the Player must correctly predict the team (or athlete or driver or any other participants) that will occupy a wagering position or will achieve the best statistical result between two participants within the framework of a competition or part of it.

23.2.11. Winning Margin:

In the “Winning Margin” wager the Player must correctly predict what the winning margin will be between the winner of competition (or part of it) and the runner up, either as an under/over option from a predefined limit, or within ranges, or as a yes/no option. This wager can be offered in a combination of two or more competitions. This wager can be offered with options that group



teams, players, athletes, or participants with common characteristics, such as same continent, same country, same sex etc.

23.2.12. Time of Goals or Other Incidents or Statistical Measure:

In the “Time of Goals” wager the Player must correctly predict the interval in which a goal or a number of goals will be scored, either in form of under/over value, or within a range, or as a yes/no option. Non-exhaustive examples include “Time of fastest goal within a tournament”, “Number of goals scored within a certain number of matches” etc. This wager can be offered for any other documented incident or statistical measure and can also be offered for specific teams, players, athletes etc.

23.2.13. Awards Winner:

In the “Awards Winner” wager the Player must correctly predict the team, or athlete or driver or any other participants that will be given a certain award. The results are in accordance with the association, committee or any other official party that is responsible for the award. Non-exhaustive examples are the “Player of the Tournament” award, the “Golden Ball” award, the “MVP” award etc. In case wagers are offered for a certain award that is finally not awarded, then wagers on all participants will be refunded. All-in Play Rules Apply.

23.2.14. Next Manager:

In the “Next Manager” wager the Player must correctly predict which will be the next manager of a certain team. This wager could be offered as a “next permanent manager” option in which case an official appointment from the respective team has to take place, or as a “next match manager” option, in which case the next manager of whichever status is taken into account.

23.2.15. Statistics/Proposition Wagers:

In this category of wagers the Player must correctly predict any statistical measure (points, wins etc.) or sporting achievement that will be achieved by teams, players or any kind of participants within the framework of a competition, a part of it or a particular game or part of the game. Such wagers can be offered in the form of a choice of ranges, exact results, in the form of “Over / Under” choices or as a yes/no option or a single yes option or as a head to head option.

Indicative but not exhaustive examples could include:

Team points during a group stage, Player to Score a goal with a Free kick, combination of players to score a goal, a player to achieve 10 points and 10 rebounds in a basketball game, a tennis player to win a tournament without losing a set, number of deuce games in a tennis match, number of cars classified in a F1 race, finish time of a track & field race, number of medals won by an athlete/country, number of RBIs per player etc.

Such wagers can be offered for a particular team/player/competitor etc. or for a combination of them, not necessarily from the same match (e.g. Arsenal & Chelsea to have a red card) and also as a combination of statistical measures or achievements (e.g. Messi to receive a yellow card and Ronaldo to score with a free kick).



In any case, the official statistics sheet / box score will determine the final outcomes of games and the official statistic reports or other official document from the tournament's official federation will determine the final outcomes for tournaments.

24. Parlay Cards

24.1. Definition of Parlay Card Wagering:

Parlay Card wagering is a combined wager on three or more different events. In order to win the entire parlay card wager, each of the individual wagers in the parlay card must win. If one individual wager is lost, then the entire parlay card wager is lost. The pay-out calculation of parlay cards wager is fixed based on the pay-out table published. If an event is postponed or cancelled, the pay-out will be lower. For example, if a player has five-selections and one of them is postponed or cancelled, the parlay becomes a four- selection parlay card wager. For a 3-selection parlay card wager if one or two selections are cancelled or postponed then the whole parlay card wager is refunded. If all events are cancelled, the whole parlay card wager is refunded. Parlay cards wagers offer a preselected list of wager types to choose from. Wager types include point spread, total points and any other wager type decided by BCLC.

24.2. General Conditions

- 24.2.1. It is the Player's responsibility to check the accuracy of all tickets prior to leaving the retail location. Tickets purchased at a retail location cannot be cancelled after 5 minutes have elapsed from the time of printing of the ticket. Following this period, tickets go as written and cannot be altered or canceled. Tickets purchased at Proline kiosks cannot be altered or canceled.
- 24.2.2. Central System generated point spreads/totals shall determine winners, losers, and pay-out table odds.
- 24.2.3. BCLC reserves the right to accept or refuse any wager slip or delete or limit any selection(s) prior to the acceptance of any wager.
- 24.2.4. BCLC reserves the right to add, delete, or change its rules and/or pay-out table odds.
- 24.2.5. BCLC reserves the right to determine the minimum and maximum wagers on all parlay wagers.
- 24.2.6. Tickets may be accepted at other than the posted point spreads/totals, tickets should be checked prior to leaving the retail location.
- 24.2.7. Tickets are cancelled if stolen, unissued, mutilated, illegible, and altered in any way, defective or incomplete.
- 24.2.8. BCLC will keep a record of all printed tickets to protect both the customer in case of an obvious central system, mechanical, technical or human error.
- 24.2.9. In the event of a dispute that cannot be resolved, a customer may submit a written appeal to BCLC. The decision of BCLC shall be final.
- 24.2.10. Any matter not addressed by these rules, as well as the interpretation of these rules, is vested in the sole discretion of BCLC.
- 24.2.11. Final calculations are rounded down to the nickel (\$.05).



24.3. Definition of “Action” and “No Action”:

- 24.3.1. Events will be considered “Action” as per the generic sports rules or sport specific rules set out in these Game Conditions.
- 24.3.2. Both sides must start in any two-way match-up propositions.
- 24.3.3. If a parlay card wager has a selection that is deemed “No Action”, the parlay wager will be reduced by one selection (i.e. 4 selection parlay becomes a 3-selection parlay, 2 or 1 selection parlays will be refunded).

24.4. Totals – Over or Under:

- 24.4.1. Totals “Over or Under” wager the Player must correctly predict if the total number of points/runs/propositions etc. achieved in a game will be greater or less than a limit points/runs/propositions etc.
- 24.4.2. This can be offered for an individual team separately or for a specific half (1st half or 2nd half) or for a specified period of the game, or any combination of team or player and interval where the prediction will only involve these specific periods/players.
- 24.4.3. When wagering on "totals" on contests involving a scheduled time limit, all game rules applicable to minimum length of play requirements shall also apply to "totals" wagers i.e. contests must play to their conclusion or have five (5) minutes or less of scheduled playing time remaining for "totals" wagers to be considered "action".
- 24.4.4. Total Under/Over and Result with Handicap/Spread settlement is done according to the rules of the respective market in the respective sport.
- 24.4.5. In case of any interruption, where the limit has been exceeded - therefore it has become a winning selection - then specifically for the “Totals – Over or Under”, the game is considered to have action and the score at the time of suspension/interruption will determine winner and loser.

24.5 Winning Result with Spread:

In the “Winnings Result with Spread” wager the Player must correctly predict the game result of a game considering the spread offered, which will be a decimal. This spread is considered when determining a winning prediction. If the spread is a decimal, then there is no tie result. This wager can be offered for either half (1st half or 2nd half) or quarter (1st, 2nd, 3rd or 4th) or for any specified time period of the game in which case the prediction considers the points scored for this specific time period of the game.

24.6 Teaser Cards:

A teaser card is a type of parlay card that relates to wagering against the spread or totals. A teaser wager allows to move the point spread or total in a way that is favorable to the player in exchange for a smaller potential pay-out. The same rules for wins and losses for parlay cards wagers also apply to teaser cards.

24.7 Pleaser Cards:

A Pleaser is similar to a teaser except that points are given away instead of receiving points. With a Pleaser, the spread or total for each wager is moved against the player’s favor. To win



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GAME CONDITIONS

with a Pleaser, all the wagers must win by the newly adjusted line. In return for a higher pay-out, each wager is made in more difficult to win.

24.8 Overtime Periods:

Overtime periods are counted in the final score on all wager types, unless otherwise specified.

24.9 Determining the Winner:

The winner of an event or game will be determined on the date of the event's conclusion according to rules stipulated above. BCLC does not recognize protests, overturned decisions, and changes to the score. An exception to this is where there might be a result change due to wrong initial source information. BCLC, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged.