

My Club Betting - Betting Rules:

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1. General Betting Rules:

In these Betting Rules, My Club Betting is referred to as "MCB", "us", "we" or "our" and you are referred to as "you" or "your".

1. Placing Bets:

1.1 We reserve the right to accept or refuse the whole or any part of any proposed bet.

1.2 A bet shall be deemed to be void if the required stake is not transmitted in full before the event commences, unless (in our absolute discretion) we accept the bet subject to authorisation.

1.3 Bets may not be cancelled or changed once the bet has been placed and acceptance of the bet has been confirmed by us, either in the form of a generated bet receipt or in the open or settled bets section of your account.

1.4 It is your responsibility to ensure details of any bets that you place are correct.

1.5 All prices are subject to variation and, save where the starting price has been selected by you, the price shall be fixed at the time a bet is placed.

1.6 We cannot be held responsible for any typing, human or software error which leads to any errors or omissions in relation to any product, or in respect of any publication on the Website of any prices or results other than those intended. We reserve the right to void any bets which have been accepted at an incorrect price.

1.7 We are not responsible for the accuracy of any offers, prices or other information displayed on any third-party website including, but not limited to, price comparison or affiliate websites, and we accept no liability in respect of any such errors.

1.8 It is your responsibility to understand the betting and gaming terminology used on the Website and the mechanism of any bet types that you select. If you have any queries as to how certain bet types work, please contact **Customer Services** before placing any such bet. We cannot accept any responsibility if you place a bet which you do not fully understand.

1.9 A number of bets may be treated as being a single bet when a customer places multiple copies of the same bet. When this occurs, all bets will be voided apart from the first bet struck.

1.10 The use of a "banker" selection or selections to circumvent online limits is not permitted.

1.11 Where a number of multiple bets involving identical or very similar selections are received by different customers within a short timeframe, we reserve the right to void all such bets, even after the bets have been determined.

2. Maximum Winnings:

The maximum amount that can be won by one customer in one 24-hour period, regardless of the size of the stake or the number of bets placed, is £100,000 (or its equivalent amount in a currency accepted by us on the Website).

3. Non Runners / Non-Participants And Void Selections:

3.1 Save in respect of bets placed under ante post terms (see section 5 below), the stake placed on single bets will be returned in circumstances where the subject of the relevant bet has been entirely withdrawn from the relevant event prior to its commencement. In accumulative bets, the stake will run on to the remaining selection(s) with a double becoming a single, a treble becoming a double, and so on.

3.2 Unless a specific reference is made in the individual section that covers the sport, all bets placed on abandoned or postponed events shall be treated as void. However, bets in markets that have already been resolved at the time of abandonment and which could not be altered regardless of future events (such as the identity of the first goal scorer) will be settled in accordance with its outcome.

4. Dead Heats:

In the event of a Dead Heat, the stake money on a selection is divided by the number of runners or competitors involved in the Dead Heat. The full odds are then paid proportionately to the divided stake, with the remainder of the stake money being treated as a losing stake.

5. Ante Post Betting (Future Events):

5.1 Ante Post bets are those placed at prices on:

Horse Racing prior to the final declaration stage;

Sports events prior to the start of an event, with the exception of bets on a match, a single race event or an individual heat/stage;

All special (non-sporting) events.

5.2 You agree that Ante Post bets are accepted on the understanding that you will lose your stake if your selection does not participate. No Tattersalls' Rule 4 deductions are made from winning bets, except when a runner in a horse race is balloted out.

5.3 Bets placed after the start of a sports event are not classified by us as Ante Post. Unless otherwise stated in the Sport Rules for a particular sport, the start of an event is defined as the first time at which any competitive action commences. Stakes will be refunded on competitors/teams who do not participate in the relevant event after the bet is placed, unless they have been eliminated by competition rules. A Tattersalls' Rule 4 deduction will be applied to winning bets placed after the competitor's/team's last competitive action and prior to the market being re-formed.

5.4 Stakes will not be refunded on competitors/teams who start an event and then withdraw.

5.5 In total tournament/series markets (e.g. winner of the golden boot), individuals named in the team squad will be deemed to have participated whether or not they have taken part in any competitive action.

5.6 Ante Post each way doubles, trebles etc. are settled win to win, place to place.

5.7 Ante Post bets are settled at the price and place terms applicable at the time of acceptance.

5.8 Place Only bets and Forecast bets are not accepted at Ante Post odds. If taken in error, Place Only bets will be void. Forecast bets will be settled on the computer Straight Forecast.

5.9 The terms of any bespoke bets placed following a written request from an individual customer will be clarified in our written response to the customer prior to the bet being placed.

5.10 If a horse race is cancelled, rescheduled to run at another racecourse or run on a different surface (turf to all weather or vice versa), then Ante Post bets will be deemed to be void.

5.11 If a horse race is re-scheduled to run at the same race course, then all Ante Post bets will stand. However, if the race reopens or reverts back to a previous forfeit or declaration stage then we will allow any *open Ante Post bets to be cancelled by mutual consent.

An *open Ante Post bet is where the selection is a declared runner or quoted in the betting market at the time of postponement. Bets can only be voided by mutual consent prior to the final declaration stage.

6. Related Contingencies:

6.1 Accumulative/multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another.

For example: £10 double on Liverpool to win the FA Cup semi-final 3-0 and Liverpool to qualify for the final. The second part of the bet is wholly reliant on the successful outcome of the first stage of the double.

6.2 If taken in error, the stakes will be equally divided in respect of the contingent elements of the accumulative/multiple bet and shall be separated into individual bets. However,

where the related parts of the bet are resolved at different times, unless 'special double' or 'special accumulative' odds are available, bets will be settled as instructed, with the odds for the second or subsequent legs being determined at each individual stage.

7. Sports Governing Bodies:

7.1 It is a condition of your use of the Betting Service that you represent that:

You are not prohibited from entering into the bet by any term of your contract of employment or any rule of a Sports Governing Body, which applies to you.

You are not aware of any circumstance which would make the placing of the bet a breach of a rule on betting applied by a Sports Governing Body.

Where the bet is placed on the outcome of a race, competition or other event or on the likelihood of anything occurring, you do not know the outcome of the event or have not been involved in any circumstances which might affect its potential outcome.

7.2 If we become aware or suspect that any such representation by you is, or may be false, your stake will be forfeited and we shall not be obliged to pay any winnings which might otherwise have been payable in respect of the relevant placed bet.

8. Data Supplied By A Third Party:

Please be aware that any data (such as current scores or elapsed time) that is displayed on the Website or on our text screens is sourced from a 'live feed' provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and we accept no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

9. Rigging:

We reserve the right to withhold payment if we become aware or suspect that the prices of a particular event have been manipulated, or where a race, event or match has been rigged. Pending the outcome of any investigation and in our absolute discretion, we reserve the right to declare bets on any such race, event or match as void.

10. Late Bets:

10.1 Bets may be placed up to the scheduled start time of the event or a pre-determined time, whichever is the earlier.

10.2 Any bet inadvertently accepted after the betting has closed, or where the event was resolved, or at a stage where the customer could have any indication of the outcome, will be settled at the correct price at the time the bet was placed.

10.3 Bets placed after the final event result is known will be voided.

10.4 Should there be a dispute over the start time of an event/market where an official starting time is not given by that sport's governing body, then the time that we determine the event to have started and the time at which the bet was placed according to our transactional logs (if recorded) will be conclusive evidence in the settlement or non-settlement of all bets in respect of that event/market.

2. Football Rules:

1. Bet Settlement:

All winning bets will be settled at the prices shown at the time the bet was accepted.

For the purposes of these rules, Half Time is defined as the scheduled first 45 minutes of the 1st Half, plus any added injury time or stoppage time.

Normal Time and 90 Minutes' Play is defined as the scheduled 90 minutes of play of the 1st and 2nd Half, plus any added injury time or stoppage time.

Extra Time is defined as any scheduled periods of play after Normal Time and 90 Minutes' Play, plus any added injury time or stoppage time, golden/silver goals and/or Penalty Shootouts.

All bets on football matches are based on the score at the end of a scheduled 90 Minutes' Play, unless otherwise stated or unless the bet has already been settled.

Prices relating to score of the match after Extra Time may be offered at the end of a scheduled 90 Minutes' Play.

Goals scored in 90 Minutes' Play do not count for settlement purposes of these Extra Time markets.

All bets specific to Extra Time will be made void if a match is abandoned before its scheduled end, unless otherwise stated or the bet has already been settled.

Match details, such as dates and kick-off times that are displayed on the website, are for guidance only.

In the event of a match being played on a neutral ground, the team displayed to the left will be considered as the home team and the team shown on the right will be considered as the away team.

2. Abandoned Matches:

All bets will be void on matches that are abandoned before the completion of 90 Minutes' Play, unless otherwise stated or the bet has already been settled.

3. Postponed/Rearranged Matches:

All bets on matches that are postponed will be void unless it is played before the following Monday (Sunday midnight GMT), in which case the bets will stand.

All bets on matches where the venue of the match or the opponent is altered, after it has initially listed on the website, will be void.

4. Match Prices:

Winning bets must predict the winner of match at the end of Normal Time.

5. Correct Score:

Winning bets must predict the match score at the end of Normal Time.

6. Double Result (Half Time - Full Time):

Winning bets must predict the result at Half-Time and at the end of Normal Time.

7. First Goalscorer:

Winning bets must select the first player to score a goal in the match in Normal Time.

Own goals do not count for the purposes of these markets.

Bets will be void on players not taking part in the match.

Bets on players that are substituted or sent off before the first goal is scored are settled as losers.

Bets will be void on players who come on as substitutes after the first goal has been scored, unless the first goal is an own goal, in which case all bets will be carried forward.

If a match is abandoned before the first goal is scored all bets are void, including bets on 'No Goalscorer'.

If a match is abandoned after the first goal is scored, all bets stand.

First Goalscorer bets are settled in accordance with the players named by the official websites of the league or competition, or relevant football authority, immediately following the matches.

A full list of results and result sources can be obtained from **Customer Services** upon request. This rule applies to all Football matches worldwide.

Whilst every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score the first goal.

8. Last Goalscorer:

Winning bets must select the last player to score a goal in the match in Normal Time. Own goals do not count for the purposes of these markets.

All players that take part in a match are considered active selections for Last Goalscorer, irrespective of whether they are on the pitch when the goal is scored.

All bets for Last Goalscorer will be made void if 90 Minutes' Play is not completed, unless otherwise stated.

Bets will be void on players not taking part in the match.

Bets on players that are substituted or sent off before the last goal is scored are settled as losers.

Bets will be void on players who come on as substitutes after the last goal has been scored, unless the last goal is an own goal, in which case all bets will be carried forward. If a match is abandoned before the last goal is scored, all bets are void, including bets on 'No Goalscorer'.

Last Goalscorer bets are settled in accordance with the players named by the official websites of the league or competition, or relevant football authority, immediately following the matches.

A full list of results and result sources can be obtained from **Customer Services** upon request. This rule applies to all Football matches worldwide.

Whilst every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score the last goal.

9. Player to score 2 or more:

Select a player to score 2 or more goals in a match

Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count unless otherwise stated.

Own goals do not count towards goals scored.

If the selected player does not start the match, bets placed on that player in this market will be void even if they enter the field of play as a substitute and score two or more goals.

If the selected player leaves the field of play without scoring two or more goals, bets placed on that player in this market will have lost and will be settled as losers.

If the selected player takes no part in the match, bets placed on that player in this market will be void.

10. Player to score a Hat-Trick:

Select a player to score 3 or more goals in a match.

Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count unless otherwise stated.

Own goals do not count towards goals scored.

If the selected player does not start the match, bets placed on that player in this market will be void even if they enter the field of play as a substitute and score three or more goals.

If the selected player leaves the field of play without scoring three or more goals, bets placed on that player in this market will have lost and will be settled as losers.

If the selected player takes no part in the match, bets placed on that player in this market will be void.

11. Scorecast (First Goalscorer-Correct Score Double):

Winning bets must select the First Goalscorer and Correct Score in the match in Normal Time.

The combination of 0-0 and No Goalscorer is settled as a correct single on 0-0.

If your selected First Goalscorer comes on after the first goal has been scored or does not take part in the game, bets will be settled as a correct score single on the Correct Score.

In the event of an own goal, bets will be settled on the Next Goalscorer and the Correct Score in the match.

If the Correct Score is 1-0 and the only goal of the match is an own goal, then bets are settled as a Correct Score single.

If a match is abandoned prior to the completion of 90 Minutes Play and a goal has been scored, combination bets revert to First Goalscorer singles.

If no goal has been scored then all bets are void.

12. Half Time Result:

Winning bets must predict the result at Half Time.

In the event of the match being abandoned before Half Time, all bets will be void. Bets will stand for matches abandoned after Half Time has been reached.

13. Total Goals:

Winning bets must select the Total Number of Goals scored in the match in Normal Time. Where a Total Goals market is offered on a group of matches if any matches are postponed or abandoned in the same market, then all bets will be void.

14. Under/Over:

Winning bets must predict whether the total number of goals is Under or Over the quoted level in Normal Time.

15. Half with Most Goals:

Winning bets must predict which Half has Most Goals scored by either team in Normal Time.

16. Draw no Bet:

Winning bets must predict which team wins the match in Normal Time. In the event of a Draw, bets are void.

17. Double Chance:

Winning bets must predict the outcome of the match based on three selections - either the Home or Away team wins, the Home team wins or draws or the Away team wins or draws.

18. Goal Handicap:

Winning bets must predict the winner of the match at the end of Normal Time after the final score has been adjusted by the handicap.

Bets on Handicap draw always refer to the home team, regardless being plus or minus.

19. First Goal:

Winning bets must predict the team to score the First Goal in Normal Time.

Own goals count to the side credited with the goal.

Bets will be void if 90 Minutes' Play is not completed, unless the first goal has already been scored.

20. Last Goal:

Winning bets must predict the team to score the Last Goal in Normal Time. Own goals count to the side credited with the goal.

Bets will be void if 90 Minutes' Play is not completed.

21. Time of First Goal/Time of 1st Team Goal:

Winning bets must select the time band (e.g. 21-30 minutes) within which the first goal, first goal of a particular team or next goal is scored.

The winning time band will be settled as the time shown by the TV broadcaster covering the match.

If a goal is scored when 19 minutes, 5 seconds have elapsed on the clock, the winning time will be settled as being in the 20th minute.

If a match is abandoned before the first goal is scored, all bets placed on the first goal being scored in that time band up to but not including the time of abandonment are lost.

For example, if the match is abandoned after 25 minutes, bets placed on time bands 1-10 and 11-20 are losers.

If a match is abandoned after the first goal has been scored, all bets stand.

In the event of any dispute, settlement will refer to the TV broadcaster covering the match.

If the game is being covered by more than one television station and the stations disagree, or if the match is not televised at all, the determination of the UK Data Provider will be used.

22. Timed Goals/Corners/Cards/Throw-ins/Free Kicks/ Goal Kicks/Penalty Awarded/Penalty Missed/Penalty Scored:

Winning bets must select whether or not there will be a one or more Goals, Corners, Throw-ins, Free Kicks, Goal Kicks, Penalty Awarded, Penalty Missed, Penalty Scored or Cards in a listed time band.

The winning time band will be settled for Goals as the time shown by the TV broadcaster covering the match. For Corners, Throw-ins, Free Kicks, Goal Kicks, Penalty Awarded, Penalty Missed, Penalty Scored, settlement will be made on data from the official website of the

competition or, if unavailable, data transmitted by our Data Providers. This settlement data and results can be obtained upon request from **Customer Services**.

If a goal is scored when 19 minutes and 5 seconds have elapsed on the clock, the goal will be considered to have been scored in the 20th minute.

If a bet is placed on an event to occur between the 41st and 50th Minute and the event occurs at 46:15 in the first half, the bet is considered a winner.

If a bet is placed on an event to occur between the 80th and 90th Minute and the event occurs at 90:05 in the second half, the bet is considered to be a winner.

For the purposes of this bet, a Goal, Penalty Scored, Penalty Missed is considered to have happened when it occurred; a Corner, Throw-in, Free Kick, Goal Kick, Penalty Awarded is considered to have happened when it is AWARDED (not when it is taken). If the Corner, Throw-in, Free Kick, Goal Kick, Penalty Awarded, Penalty Scored, Penalty Missed is then cancelled, it is deemed not to have been awarded; and a Card is considered to have happened when it is shown.

If a match is abandoned during any of these time bands, all bets placed will be void, unless the bet has already been settled.

In the event of any dispute for goals, settlement will refer to the TV broadcaster covering the match. If the game is being covered by more than one television station and the stations disagree, or if the match is not televised at all, the determination of the UK Press Association will be used.

For Corners, Throw-ins, Free Kicks, Goal Kicks, Penalty Awarded, Penalty Scored and Penalty Missed, settlement will be made on data from the official website of the competition or, if unavailable, data transmitted by our Data Providers. This settlement data and results can be obtained upon request from **Customer Services**.

23. Leading Minutes/Total Goal Minutes:

Goal times are recorded as the full minute in which they are scored according to the TV broadcaster's coverage of the match.

For example, a goal scored after 0 minutes and 20 seconds will be recorded as the 1st Minute.

A goal scored after 73 minutes and 2 seconds will be recorded as the 74th Minute.

Any goal scored in injury or stoppage time in the 1st Half will be recorded as the 45th Minute.

Any goal scored in injury or stoppage time in the 2nd Half will be recorded as the 90th Minute.

24. Total Corners/Corners in 1st Half/Corners in 2nd Half:

Winning bets must select the number of corners taken either as exact amounts (e.g. 8 corners) or in bands (e.g. 12-14 corners) in Normal Time.

Corners that are awarded but are prevented from being taken for whatever reason, do not count.

Settlement will be made with reference to all available evidence.

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

If the match is abandoned before the end of Normal Time, all bets other than those for 'Corners in 1st Half' will be void.

25. Team to Score /Second/Third/Next Goal:

Winning bets select the team to score the next goal up until the end of Normal Time.

Own goals count to the side credited with the goal.

Bets will be void if 90 Minutes' Play is not completed, unless the bet has already been settled.

26. 1st/Next Throw In:

A throw-in is deemed to have happened when it was awarded.

If a throw-in is awarded to a team but this team is prevented from taking the throw-in for whatever reason, then this throw-in has not been awarded and is not counted as a throw-in.

Bets on the next throw-in that are not settled at Half Time shall carry over and be settled in the second half up until the end of Normal Time.

Bets on the next throw-in will be voided at the end of Normal Time if a throw-in has not occurred.

In Extra Time, a new bet on the next throw-in will be offered. Bets on the next throw-in that are not settled at the end of the 1st half of extra time shall carry over and be settled in the 2nd half of extra time.

Bets on the next throw-in will be voided if a golden/silver goal is scored and no throw-in has occurred.

Bets on the next throw-in will be voided at the end of the 2nd half of extra time if a throw-in has not occurred.

26. 1st/Next Free Kick, Corner Kick, Goal Kick ('kicks'):

A 'kick' is deemed to have happened when it was awarded.

If a 'kick' is awarded to a team but this team is prevented from taking it for whatever reason, this 'kick' has not been awarded and is not counted.

Bets on the next 'kick' that are not settled at Half Time shall carry over and be settled in the second half, up until the end of Normal Time.

Bets on the next 'kick' will be voided at the end of Normal Time if a 'kick' has not occurred.

In Extra Time, a new bet on the next 'kick' will be offered.

Bets on the next 'kick' that are not settled at the end of the 1st half of extra time shall carry over and be settled in the 2nd half of extra time.

Bets on the next 'kick' will be voided if a golden/silver goal is scored and no 'kick' has occurred.

Bets on the next 'kick' will be voided at the end of the 2nd half of extra time if a 'kick' has not occurred.

28. 1st/Next Yellow Card/Red Card:

Yellow cards or red cards will only count when shown to players up until the end of Normal Time and any shown after the full-time whistle do not count.

In the event that two or more players receive a yellow card or red card for being involved in the same incident, the player of the team shown the first card is deemed to have been given the first card or next card.

Players may receive a maximum of two cards per game. A second yellow card that results in a red card counts only as one card for the purposes of counting the number of cards.

29. To Score from a Penalty:

In the event that a goalkeeper blocks the penalty and/or it rebounds into play from the post(s) and/or crossbar, and a player scores from the rebound, this is not considered a goal scored from the penalty (even if the goalscorer is the same player as took the penalty kick).

The goal is instead considered a goal scored in open play and is recorded as such. If the ball hits the goalpost and/or goalkeeper and crosses the line it is considered a goal.

If a penalty is ordered to be re-taken, all bets placed will stand on the retaken penalty.

Penalty not scored 'saved', if Goalkeeper touches the ball directly from the Penalty and goal is not scored direct from the penalty.

Penalty not scored 'hit woodwork', if ball directly hits the woodwork from the Penalty and goal is not scored direct from the penalty.

Penalty not scored 'miss target', if the ball directly hits neither the woodwork nor the keeper and does not result in a goal direct from the penalty.

30. Supremacy:

Where a goal supremacy market is offered on a group of matches (e.g. a Home Goals versus Away Goals market), if one or more matches are abandoned, then all bets on that market will be void.

31. Outright Betting:

Where there are prices quoted for a team to win a match 'Outright' as well as in '90 Minutes' Play', such as in Cup tournaments, all bets will be settled on '90 Minutes' Play' unless the 'Outright' price or the 'Qualifying Outright' price has been selected.

32. Outright Divisional Betting:

In divisional betting, the finishing positions of the teams at the end of the scheduled programme of matches will determine the placings, with no allowance for play-offs or subsequent enquiries resulting in points deductions by the respective leagues.

If any team has points deducted during the season from its total attained on the field of play, the deduction will be included in its final total.

However, if any deduction is made after all the games in that division have been completed, it will have no effect on the final total.

33. Outright Divisional Handicap Betting:

Winning bets must predict the team winning the division based on the application of the handicap.

At least one team in each division will start from scratch and all other teams in the division will be awarded a set number of points (or handicap start).

Final placings will be determined by adding the points awarded to each team to the total number of points accumulated over the season.

Bets must be placed prior to the start of the season and Dead Heat rules apply to team level on points.

Goal difference does not count.

34. Player to Score at Any Time:

Winning bets must select a player to score at any time in a match up in Normal Time.

Own goals do not count for the purposes of this market.

Bets will be void if the player does not start at any time in Normal Time.

All players who take part in the match will be considered as Runners.

35. Competition/League Day Markets - First Team to Score in a Competition/League:

Winning bets must indicate the team in the stated Competition/League who score in the minimum elapsed time in Normal Time.

Own goals count to the side credited with the goal for settlement purposes.

If a goal is scored in injury or stoppage time at the end of the first half, this will be deemed to have been scored in the 45th minute.

If a goal is scored in injury or stoppage time, this will be deemed to have been scored in the 90th minute. Dead Heat rules apply to this bet.

If a match is abandoned after the first goal in a Competition/League has been scored, all bets stand.

If any match is abandoned before the first goal in Competition/League has been scored, all bets will be void.

If any match fails to take place on the date advertised on the My Club Betting website, all bets on this market will be void.

All bets are void if two or more of the matches listed are postponed.

In the event of any dispute on any market, settlement will refer to the official websites of the league or competition, or relevant football authority for the match or competition in question.

In the case of this data not being publicly available or published, settlement will be made on data transmitted by our Data Providers. This settlement data and results can be obtained upon request from **Customer Services**.

36. Competition/League Day Markets - First Player to Score in Competition/League:

Winning bets must indicate the player in the stated Competition/League who scores in the minimum elapsed time in Normal Time.

Own goals do not count for settlement purposes.

If a goal is scored in injury or stoppage time at the end of the first half, this will be deemed to have been scored in the 45th minute.

If a goal is scored in injury or stoppage time, this will be deemed to have been scored in the 90th minute. Dead Heat rules apply to this bet.

If a match is abandoned after the first goal in a Competition/League has been scored, all bets stand.

If any match is abandoned before the first goal in Competition/League has been scored, all bets will be void.

If any match fails to take place on the date advertised on the My Club Betting website, all bets on this market will be void.

All bets are void if two or more of the matches listed are postponed.

Bets on players that come on after the first league goal has been scored will be made void.

37. Occurrences in a League or Cup Competition - Total Goals:

Winning bets must predict the number of total goals in a League or Cup competition.

Total goals are calculated up until the end of Normal Time in each match.

38. Occurrences in a League or Cup Competition - Total Yellow Cards:

Winning bets must predict the number of yellow cards in a League or Cup competition.

Total yellow cards are calculated up until the end of Normal Time in each match.

39. End of Season Specials:

The end of the season is defined as the time when the League programme has been completed.

40. Kick Off:

Winning bets must predict which team will kick-off the match.

Bets will only be accepted prior to 10 minutes before kick-off.

41. First Goal By Area:

Winning bets must select the correct Area of the pitch and team (Home or Away) in which the first goal will be scored from.

The result of this market will be determined by Opta, whose verdict shall be final.

42. Total Half Time Goals Bands:

Winning bets must select the Total Number of Goals scored in the 1st Half.

43. Total Goals Bands:

Winning bets must select the Total Number of Goals scored in Normal Time.

Minutes 1-15 (16-30, 31-45, 46-60, 61-75, 76-90) Betting:

Winning bets must select whether or not there will be one or more Goals, Corners, Free Kicks, Throw-ins, Goal Kicks, Penalty Awarded/Missed/Scored in a listed time band.

Winning bets can also select the winner of the match bet for the minute bands below, Home team, Away team or Draw.

Time Band:	Minutes:
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1 - 15	00:01 – 15:00
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16 - 30	00:01 – 15:00
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31 - 45	30.01 – 45.00
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Any goal scored in injury or stoppage time in the 1st Half will be recorded as the 45th Minute.

46 - 60	45.01 – 60.00
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61 - 75	60.01 – 75.00
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76 - 90	75.01 – 90.00
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Any goal scored in injury or stoppage time in the 2nd Half will be recorded as the 90th Minute

For the purposes of this bet, a Goal, Penalty Missed, Penalty Scored is considered to have happened when it occurs, and Corners, Free Kicks, Throw-ins, Goal Kicks, Penalty Awarded when they are awarded.

A penalty can be awarded in one period and Missed/Scored in the next.

If a penalty is awarded, then not taken for any reason, it is deemed to have not been awarded in the first place.

If a match is abandoned during any of these time bands, all bets placed will be void, unless the bet has already been settled.

In the event of any dispute on any market, settlement will refer to the official websites of the league or competition, or relevant football authority for the match or competition in question for goals.

In the case of this data not being publicly available or published for Goals, and for all cases of Corners, Free Kicks, Throw-ins, Goal Kicks, Penalty Awarded/Missed/Scored, settlement will be made on data from the official website of the competition or, if unavailable, data transmitted by our Data Providers.

This settlement data and results can be obtained upon request from **Customer Services**.

44. Half Time Over/Under Goals:

Winning bets must predict whether the Total Number of Goals is Under or Over the quoted level in the first half.

In the event of the match being abandoned before Half Time, all bets will be void. Bets will stand for matches abandoned after Half Time has been reached.

45. Top Goalscorer:

Only goals scored within the quoted division are counted for this market, irrespective of the team (within that division) for which they are scored. The team quoted alongside the player is for reference only. Only league goals count - excluding playoff matches. Own goals do not count. Dead-heat rules apply.

46. Top Tournament Goalscorer:

Goals scored in 90 minutes and extra-time are included but penalty shoot-outs do not count. All in run or not. Own goals do not qualify for this market. Dead Heat rules apply. Top goalscorer in a competition will be settled in accordance with dead heat rules if players finish on the same number of goals scored, regardless of whether an official result is determined by other means by the sport's ruling body. FIFA/UEFA's awarding of the Golden Boot in the event of players being tied on the same number of goals will have no bearing on our settlement of the market. We will settle the market in accordance with our normal dead heat rules.

47. Team to Score/Second/Third/Next Goal:

Winning bets select the Team to Score the Next Goal up until the end of Normal Time. Own goals count to the side credited with the goal. Bets will be void if 90 Minutes' Play is not completed, unless the bet has already been settled.

48. Both Teams to Score:

Winning bets must predict whether or not Both Teams will Score in a match.

49. Odd/Even:

Winning bets must predict if the match will finish with an Odd or Even number of Goals.

50. Asian Handicap:

Please refer to the following examples regarding settlement of bets:

Handicap Line 0 Ball:

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

Handicap Line 0.25 Ball:

Team giving a 0.25-ball start:

Win by any score - All bets on this selection are winners.

Draw - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.

Lose by any score - All bets on the selection are losers.

Team receiving 0.25-ball start:

Win by any score - All bets on this selection are winners.

Draw - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

Lose by any score - All bets on the selection are losers.

Handicap Line 0.5 Ball:

Team giving a 0.5-ball start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are losers.

Lose by any score - All bets on this selection are losers.

Team receiving a 0.5-ball start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners.

Lose by any score - All bets on this selection are losers.

Handicap Line 0.75 Ball:

Team giving a 0.75-ball start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

Draw or lose by any score - All bets on this selection are losers.

Team receiving a 0.75-ball start:

Draw or win by any score - All bets on this selection are winners.

Lose by exactly 1 - Half the stake is refunded to the customer. The other half is classed as a loser.

Lose by 2 or more - All bets on this selection are losers.

Handicap Line 1 Ball:

Team giving a full-ball start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are void and refunded to the customer.

Draw or lose - All bets on this selection are losers.

Team receiving a full-ball start:

Win by any score or draw - All bets on this selection are winners.

Lose by exactly 1 - All bets on this selection are void and refunded to the customer.

Lose by 2 or more - All bets on this selection are losers.

Handicap Line 1.25 Ball:

Team giving a 1.25-ball start:

Win by 2 goals or more - All bets on this selection are winners.

Win by exactly 1 goal - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.

Draw or Lose - All bets on this selection are losers.

Team receiving 1.25-ball start:

Win by any score or Draw - All bets on this selection are winners.

Lose by exactly 1 goal - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

Lose by 2 or more goals - All bets on the selection are losers.

Handicap Line 1.5 Ball:

Team giving a 1.5-ball start:

Win by 2 or more goals - All bets on this selection are winners.

Win by exactly 1 goal, Draw or Lose by any score - All bets on this selection are losers.

Team receiving a 1.5-ball start:

Win by any score, Draw or lose by exactly 1 goal - All bets on this selection are winners.

Lose by 2 or more goals - All bets on this selection are losers.

Handicap Line 1.75 Ball:

Team giving a 1.75-ball start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

Win by exactly 1, Draw or lose by any score - All bets on this selection are losers.

Team receiving a 1.75-ball start:

Lose by exactly 1, Draw or win by any score - All bets on this selection are winners.

Lose by exactly 2 - Half the stake is refunded to the customer. The other half is classed as a loser.

Lose by 3 or more - All bets on this selection are losers.

Handicap Line 2-Ball:**Team giving a full 2-ball start:**

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are void and refunded to the customer.

Win by exactly 1, Draw or lose - All bets on this selection are losers.

Team receiving a full 2-ball start:

Win by any score, draw or lose by exactly 1 goal - All bets on this selection are winners.

Lose by exactly 2 - All bets on this selection are void and refunded to the customer.

Lose by 3 or more - All bets on this selection are losers.

All other Asian Handicap lines follow the same principle as mentioned above.

3. Horse Racing Rules:**1. Non-Runners:**

If your selection becomes a non-runner:

Single Bet:

If you have a non-runner, your bet is void and you receive your stake back. This does not apply if your bet was placed under Ante Post rules, in which case your bet will be settled as a loser.

Multiple Bets:

If you've placed a multiple bet such as a double, treble or Lucky 15, your bet will stand on the remaining selections. So a double becomes a single, a treble becomes a double, and so on.

2. Forecast Betting:

A "straight forecast" is a bet where you name two selections to come 1st and 2nd in the correct order for a specified event.

A "reversed forecast" is when you name two selections to finish 1st and 2nd in any order for a specific event.

A "combination forecast" is when you choose three or more selections in an event, with any of these to finish 1st and 2nd in the race.

Straight, reversed and combination forecasts are available on horse races provided 3 or more entries run in any one race.

Forecast bets are settled in accordance with the industry computerised starting price Forecast Dividend.

If a Straight Forecast is accepted for a race where no dividend declared, the bet will be settled as a win single on the first selection stated.

In races where a horse finishes alone, all forecast bets nominating that horse to finish 1st will be settled as a win single at starting price. All other forecast bets in the race are lost.

Should a non-runner be selected in a forecast, the bet will be settled as a win single on the remaining selection. In reversed or combination bets each forecast is treated separately.

Customers are not allowed to include 'unnamed favourite' in forecast bets.

3. Tricast Betting:

A Tricast is a bet where you name the selections to finish 1st, 2nd, and 3rd in the correct order for a specified race. All Tricast bets are settled in accordance with the appropriate industry computerised Starting Price Tricast dividend.

Horse Racing Tricast bets are accepted on all Handicap races provided eight or more horses are declared to run. If less than eight eventually run but a Tricast dividend is declared, all

bets will stand. Tricasts are also available on other races where an industry dividend is declared.

If a Tricast bet is accepted where less than 4 runners take part in the race, it will be settled as a Straight Forecast on the selections nominated to finish 1st and 2nd, with the selection nominated to finish 3rd ignored.

If a Tricast has been accepted for a race where no dividend is declared, it will be settled as a Straight Forecast on the selections nominated to finish 1st and 2nd. The 3rd is ignored for settlement purposes. If the bet is a Combination Tricast, every Tricast within that Combination will be settled as a Straight Forecast with the 3rd selection ignored for settlement purposes.

If one non-runner is selected, the Tricast will be settled as a Straight Forecast on the remaining 2 selections.

If two non-runners are selected in a Tricast, the bet will be void.

In races where fewer than 3 horses finish, Tricast bets will be settled as follows: When only 2 horses finish, Tricast bets with the 1st and 2nd in the correct order will be paid as forecast winners. All other Tricast bets will be losers.

When only 1 horse finishes, Tricast bets with the correct 1st place horse will be paid as an SP single on that selection. All other Tricast bets will be losers.

Customers are not allowed to include 'unnamed favourite' in Tricast bets.

Example:

If you have a non-runner in a Tricast bet, your bet is settled as a Forecast on the remaining selections in the order they were selected.

For example: £1 Tricast A - B - C, where B is a non-runner, will be settled as a £1 Forecast A - C.

Combination bets follow the same rules, with each combination settled separately.

Example 2: £1 Combination Tricast A - B - C, where C is a non-runner, will be settled as:

A - B - C = Stands as A - B

A - C - B = Stands as A - B

B - A - C = Stands as B - A

B - C - A = Stands as B - A

C - A - B = Stands as A - B

C - B - A = Stands as B - A

If you have 2 non-runners in a Tricast bet, your bet is void and you will receive your stake back. Please note, the bet is not settled as a single on the remaining selection.

If another selection in an event you have bet on becomes a non-runner:

If a selection other than your own becomes a non-runner, then prices for the remaining selections may need to be reduced to reflect their chances of winning an event. Please refer to the section on Rule 4 Deductions found below for more information.

4. Withdrawals / Non-Runners:

If a horse comes under Starter's Orders but refuses to race, the bet will be a loser.

In all horse races where a runner is withdrawn, or adjudged not to have started - and therefore been declared a Non-Runner by the starter - stakes on that selection will be refunded. (The exception to this being Ante Post bets).

Bets on the remaining runners in that race, taken at Early Prices or at Show Prices prior to withdrawal, will be subject to a deduction. This is based on Tattersalls Rule 4(c) (see below) and is dependent on the Non-Runner's price at the time it was withdrawn.

In reformed markets, the total deduction on the two or more horses - one in the original market and one in the reformed market - will be calculated on the prices applicable in the original market.

Bets on horses in subsequent markets that then have one or more withdrawn horses will have a deduction calculated on the prices applicable to that market at the time of the withdrawal.

In the event that there is insufficient time to form a new market on the race, S.P. bets may also be subject to a deduction based on Tattersalls Rule 4(c).

For bets at Early Prices, the application of Rule 4(c) will be determined by the last price available at the time the horse is withdrawn.

5. Rule 4 Deductions:

What are Rule 4 deductions?

Rule 4 deductions are made to the money or returns you receive back when the horse you have backed wins or is placed. These deductions are only made when one or more horses are withdrawn from the race after you have placed your bet.

Rule 4 deductions are normally only made in cases where you have taken a price on your horse. Rule 4 deductions are only made from the Starting Price (see Betting Terminology) of a horse when a horse is withdrawn just before the race and there is no time to start or 'reform' a new market.

Why are Rule 4 deductions made?

Rule 4 deductions are made because when a horse is withdrawn from a race it becomes easier for the other runners to win. Put simply, each horse in the race will have one less to beat so it is more likely that it will win. Therefore an amount of money is taken out of winnings to balance the effect of the withdrawn runner.

If bookmakers did not make Rule 4 deductions from winnings then in some cases customers would be able to back all the horses in one race and make money whichever horse won!

For example, suppose there are three horses in a race. Horse A is 1/3 favourite, horse B is 3/1 and horse C is 12/1. Now suppose horse A is withdrawn and there are no deductions made to the prices of horse B and C. In this case if you placed £1 on horse B and £1 on horse C you would win more than the £2 staked whichever horse won. If horse B won you would win £4 and if horse C won you would win £13.

Therefore Rule 4 deductions are made to take into account the additional advantage a customer has when a horse is withdrawn from a race.

How much are Rule 4 deductions?

The amount taken from your winnings depends on how likely the horse or horses that were withdrawn from the race were to win. For example, if the favourite in a race is withdrawn it will make it much easier for the second favourite to win. However, if an outsider is taken from the race then it will be still difficult for the second favourite to win as it still needs to beat the favourite.

The exact amount taken out of your winnings is based on the last price of the withdrawn selection, in that market, at the time it is withdrawn from the race. This is because the price

equates to its chances of winnings. Therefore the shorter its price, the bigger its chance of winning and the larger the Rule 4 deduction is.

The table below shows the amount of the deductions based on the price of individual selections. These deductions are the amount of money that is taken from each £1 in winnings or returns. Hence if you win £10 and there is a 10p Rule 4 deduction you will only receive £9 winnings.

Price at withdrawal:	Deduction:	Price at withdrawal:	Deduction:
1/9 or shorter	90p	Evens to 6/5	45p
2/11 to 2/17	85p	5/4 to 6/4	45p
1/4 to 1/5	80p	8/5 to 7/4	35p
3/10 to 2/7	75p	9/5 to 9/4	30p
2/5 to 1/3	70p	12/5 to 3/1	25p
8/15 to 4/9	65p	16/5 to 4/1	20p
8/13 to 4/7	60p	9/2 to 11/2	15p
4/5 to 4/6	55p	6/1 to 9/1	10p
20/21 to 5/6	50p	10/1 to 14/1	5p

What happens if more than one horse is withdrawn from a race?

More than one Rule 4 deduction can apply if more than one horse is withdrawn from a race.

For example, if a horse at 5/4 is withdrawn at 9:30 and a horse at 6/1 is withdrawn at 11:00, then a 40p and 10p deduction (50p in total) will apply to bets placed before 9:30. However if a new market is formed after 9:30 once the 5/4 horse had been withdrawn then only a 10p deduction will apply to bets placed between 9:30 and 11:00. This is because the prices for the market formed after 9:30 will not include the horse that has been withdrawn at 9:30.

Do you always take out Rule 4 deductions?

No. We normally ignore Rule 4 deductions if there is only one and if it is only for 5p.

Why are they called Rule 4 deductions?

Rule 4 deductions were originally part of Tattersall's Rules of Racing. Tattersall's are one of the organisations which historically helped to organise and codify horse racing in Britain and Ireland. Nowadays Tattersall's are responsible for auctioning race horses. It is called a 'Rule 4' simply because the rule relating to withdrawals and deductions was the fourth in a list of rules which were originally devised to govern racing.

6. Lucky 15 / 31 / 63 Bets:

The bonuses and consolations on this bet are available for certain markets only. The current applicable markets are horseracing daily race winner markets with the exception of ante-post markets. If this bet is accepted in error for any other type of market it will be settled without the bonuses or consolations. Your win single will be settled at "double odds" if only one of your selections win. For each-way bets, the bonus is only applicable to the win part of the bet. Bets containing non-runners or void selections will not qualify for win bonuses or consolations.

The following bullet-points set out the number of bets that each Lucky bet type contains and the applicable bonus:

Lucky 15 (4 selections) comprises: 4 Singles, 6 Doubles, 4 Trebles and 1 Fourfold. A 10% bonus on profit will be added to your winnings if all 4 selections win.

Lucky 31 (5 selections) comprises: 5 Singles, 10 Doubles, 10 Trebles, 5 Fourfolds and 1 Fivefold. A 20% bonus on profit will be added to your winnings if all 5 selections win.

Lucky 63 (6 selections) comprises: 6 Singles, 15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds and 1 Sixfold. A 25% bonus on profit will be added to your winnings if all 6 selections win.

In the case of an each-way bet, the bonus is only applicable to the win part of the all correct each-way bet. Bets containing non-runners or void selections will not qualify for win bonuses or consolations.

7. Patent:

A Patent consists of seven bets on three selections in different events i.e 3 singles, 1 on each selection, 3 doubles and 1 treble. One or more selections must be successful to have a return. A £1/€1 patent costs £7/€7.

8. Unnamed Favourites:

Bets nominating the favourite and second favourite are accepted where available on certain horse races at Starting Price only.

The favourite is the selection returned at the shortest odds. When the favourite is nominated and two or more runners start at the shortest odds, then stakes are equally divided over the 'joint' or 'co' favourites created.

For example, if you place £10 on 'unnamed favourite' and there are two favourites, you will get a £5 bet on each of them.

Bets on the favourite are win only. If an Each-Way bet is accepted in error the place part will be void win or lose.

When betting online Unnamed favourites may not be included in Forecast or Tricast bets.

9. Abandoned/Postponed:

Bets will be void if:

The race is abandoned.

The race is declared void.

Any of the race conditions or entries change.

If the overnight declarations do not stand, all bets are void.

Postponed Races:

If a race is postponed to another day and final declarations stand then bets stand. However, single bets on horse racing will be made void and any selection involved in accumulative bets will be treated as a non-runner if:

The race is abandoned.

The race is officially declared void.

The conditions of the race are altered after bets are made (as defined under Tattersalls rules).

The venue is altered.

The running surface is altered (e.g. Turf to Dirt/All Weather or vice versa).

Re-scheduled Races or Meetings:

If a race or meeting is rescheduled to later in the day, or to another day and overnight declarations stand (meaning that the race is not reopened) then all bets stand, unless a refund is requested prior to the off of the rescheduled race. If a Board or Early Price has been taken on a rescheduled race, bets will revert to SP. Horses which came under Starter's orders in the original race but do not take part in the rescheduled race will be treated as non-runners and returns on the remaining runners will be subject to Tattersalls' Rule 4(c).

If the overnight declarations do not stand, all bets are void.

10. Place Rules:

Place Only bets are not accepted unless specifically advertised, or unless they are Tote bets. Any place only bets accepted in error will be void win or lose. In Each Way bets if the amount staked on the place part of the bet is greater than the win part, the excess place stake will be made void.

Where Place Only betting is specifically advertised bets will be settled as follows:

The number of places paid will be in accordance with our normal each way place terms for horse racing.

All stakes on any non-runners will be refunded, however the number of places paid will not alter as a result of any non-runners. Bets on the remaining horses in the race will be subject to a deduction in accordance with the following table:

Place Only price of runner (at the time of withdrawal):	2:	3:	4:
Over 14/1	0p	0p	0p
10/1 to 14/1	5p	0p	0p
6/1 to 9/1	5p	5p	5p

9/2 to 11/2	10p	5p	5p
10/3 to 4/1	10p	10p	5p
5/2 to 3/1	15p	10p	5p
15/8 to 9/4	15p	10p	10p
13/8 to 7/4	20p	15p	10p
5/4 to 6/4	20p	15p	10p
Evens to 6/5	25p	15p	10p
5/6 to 20/21	25p	20p	15p
4/6 to 4/5	30p	20p	15p
4/7 to 8/13	30p	20p	15p
4/9 to 8/15	35p	25p	15p
1/3 to 2/5	35p	25p	20p
2/7 to 3/10	40p	25p	20p
1/5 to 1/4	40p	30p	20p
2/17 to 2/11	45p	30p	20p
1/16 to 1/9	45p	30p	25p
1/18 or less	50p	35p	25p

Total deductions will not exceed 95p in the £.

In the event that the number of runners is the same or less than the number of places paid, all bets will be void.

This market will be settled on the Official Result only.

Dead-heat rules apply.

11. Early Prices:

Our Early Prices (that is prices offered after the overnight declarations are made) are available daily on selected races up to the first racecourse show.

12. Ante Post Bets:

Ante Post bets are accepted on the basis of 'all in', whether the horse or selection participates or not. This means that if the horse or selection does not run or participate in the race/event named, the bet is a loser. This applies even if the selection was not entered in the race, as long as there was the possibility that it could have been entered at a later stage. If a bet is placed on an Ante Post selection before the entries have closed, the bet will stand. The selection will only become void if:

The race/event is abandoned or declared void.

A horse is balloted out or eliminated under Jockey Club Rule 125, or prevented from running under Jockey Club Rule 1A.

The venue changes.

If the conditions of the race entry are changed prior to the horses coming under starters orders.

Where the horse had already been withdrawn from the race at the time of acceptance.

Specific terms such as "with a run" were offered at the time the bet was placed and the selection is subsequently withdrawn as a non-runner.

A bet on an Ante Post event was placed without taking a price

Where the above conditions apply to a selection in an Ante Post multiple bet, the selection in question will be treated as a non-runner and the bet settled at the Ante Post odds laid on the remaining selections. If a bet on an Ante Post selection was placed after the entries closed, it will become void unless:

The race is run on a later date at the same venue; and entries are not re-opened, in which case the bet will stand.

However, if the conditions of the race change (e.g. if the race is to be run over a different distance), all affected Ante-Post selections will be void. Each-Way Ante Post bets are settled according to the Each-Way terms advertised at the time the bet was placed. Ante Post selections can be included in most types of bets, including our range of speciality bets. However, any built-in bonuses and consolations specific to certain speciality bets (such as double the odds one winner on a Lucky 15/31/63 bet) will not apply.

13. Each Way Betting:

An Each Way bet is made up of 2 parts: the 'Win' and the 'Place'.

Each part is an equal stake, e.g. a £1 Each Way bet will have £1 on the 'Win' and £1 on the 'Place' (a total stake of £2).

The 'Win' part of your bet is on your selection to win the event, and the 'Place' part is on your selection to finish either first or in one of the pre-determined places.

If your selection wins, both the 'Win' and 'Place' parts of your bet will pay out. But if your selection only places, you will lose the 'Win' part of your bet (and lose that part of the stake) but get paid out on the 'Place'.

The odds for the 'Place' are given as a fraction of the odds for the 'Win' and will be displayed to you when you place your bet.

For horse racing, the 'Place' part of Each Way bets will be given the following Place terms:

Non-Handicap Races:

- 2 - 4 Runners Win Only
- 5 - 7 Runners 1/4 the Odds 1, 2
- 8 or more Runners 1/5 the Odds 1, 2, 3

Handicap Races:

- 2 - 4 Runners Win Only
- 5 - 7 Runners 1/4 the Odds 1, 2
- 8 - 11 Runners 1/5 the Odds 1, 2, 3
- 12 - 15 Runners 1/4 the Odds 1, 2, 3

16 or more Runners 1/4 the Odds 1, 2, 3, 4

Things to Consider:

Please Note: Non-runners in a race can affect the Each-Way terms of your bet.

For example, if your bet is placed in an 8 runner race, and a horse later withdraws reducing the field to 7, the Each-Way terms will change from 1/5 odds first 3 places to 1/4 odds on the first 2 places only.

Enhanced Prices for Multiple Bets:

In cases where we offer an enhanced price for multiple bets, such as doubles or trebles, any non-runners will be treated as void selections. For example, a treble with a non-runner will be settled as a double on the remaining selections. The prices for the remaining selections will be based on the advertised prices and not the enhanced odds.

14. Dead Heat Rules:

A Dead-Heat is when two or more selections in an event tie.

If two selections dead-heat for any placing, half the stake is applied to the selection at full betting odds and the other half of the stake is lost.

If more than two Dead-Heat, the stake is proportionally reduced accordingly.

For example, if you have £10 win bet at 10/1 on a horse and it Dead-Heats for first place with another horse, then your betting stake is reduced to £5. You are returned £55 (ie: £5 win at 10/1 = £50 + £5 stake returned = £55 returns to you).

In a dead-heat scenario, what does not happen is that the betting odds are halved. That is not the same thing as halving the stake at all and returns a different figure. If the odds were halved then in the example above you would have a £10 win bet at 5/1 (odds 10/1 halved) = £50 + £10 betting stake returned = £60 returned. That does not happen.

In betting, the Dead-Heat rules are such that it is the STAKE that is halved, not the betting odds.

If it was a three-way tie / Dead-Heat, then the stake would be reduced to one third of the original stake. So a £9 bet placed at 10/1 would become a £3 bet placed at 10/1.

15. Resulting:

All bets are governed by Tattersalls Rules of Betting. These rules will govern the settlement of bets if anything occurs that is not covered by our stated rules.

Bets are settled in accordance with the official result at the time of the "weigh in". Any change to a result after this point will not count.

Any bets other than Ante Post will be void if the race is abandoned or declared void. If the race is postponed to a future day and the final Declarations stand, all bets will stand providing the venue is not changed. If this is the case all bets will be void.

In the event of a false start etc resulting in a race being re-run, the race is not considered to be 'under starters orders' and stakes will be refunded on selections not taking part in the re-run with any returns on the remaining subject to Tattersalls Rule 4(c). The number of runners taking part in the re-run governs the Place terms.

If a horse refuses to come out of the starting stalls or refuses to start in a National Hunt race but the official starter deems the horse a runner then that horse will be settled as a loser.

Walkovers and void races count as races but any selection involved will be treated as a non-runner.

Where a race has been declared a no-race and is re-run, all bets will stand for the Horses that take part in the re-run but single bets may be cancelled by mutual agreement up until the revised off time. Prices laid on a no-race will stand for the re-run race unless there is a non-runner, in which case all bets will be settled as per Tattersalls rule 4. Bets may be cancelled by mutual agreement prior to the re-run taking place but multiple bets will stand.

4. Tennis Rules:

1. Abandoned Matches/Retirements:

If one player withdraws or is disqualified after the first set has been completed, the player progressing to the next round, or that is awarded the match by the umpire, will be considered the winner. If the first set has not been completed, all Match Bets will be void. If a match does not reach a natural conclusion, any markets (besides Match Betting) that are not unconditionally determined will be void.

2. Postponed/Rearranged Matches:

In the event of the following circumstances taking place, all bets will stand:

- A change of playing surface
- A change of venue
- A change from indoor court to outdoor court or vice versa
- A match being played or continuing into a subsequent day

3. Match Prices:

A winning bet constitutes successfully predicting the winner of the match.

In the event of a match being awarded to a player for whatever reason before the full number of sets have been played, but at least one set has been completed, all bets will stand on the player officially going through to the next round or declared as the winner of the tournament.

In the event of a change in the official total number of sets played in a match, all bets will stand.

4. Game Handicap Prices:

A winning bet constitutes successfully predicting the player who wins the most number of games after their total has been adjusted by the handicap.

In the event that there is no outright winner after the adjustment of the handicap, all bets will be void.

5. Total Game Prices:

A winning bet constitutes successfully predicting whether the total number of games in a match is above or below a listed handicap.

In the event that the total number of games is identical to the handicap, all bets will be void.

6. Ace Handicap Prices:

A winning bet constitutes successfully predicting the player who serves the most number of aces after the total has been adjusted by the handicap.

In the event that there is no outright winner after the adjustment of the handicap, all bets will be void.

7. Set Prices:

A winning bet constitutes successfully predicting the exact score between the players. The full number of sets required to win the match must be achieved for set-betting bets to stand, otherwise bets will be void.

In the event of a change in the official total number of sets played in the match, all bets will be void.

8. Game Prices:

A winning bet constitutes successfully predicting the winner of the game.

If a game is not completed for whatever reason, bets will be settled based on the player who is awarded the game.

My Club Betting decisions in respect of the settlement of bets on Game Prices will be final.

9. Number Of Games In A Set/Correct Score:

A winning bet constitutes successfully predicting the Number of Games in a given set or the margin of victory in a set.

If the set is not completed for whatever reason, all bets for that set will be void.

If the match is abandoned after the completion of the set, all bets for the previous set will stand.

A tie break is considered as one game for settlement purposes.

10. Aces/Double Faults in Game:

A winning bet constitutes successfully predicting the number of aces or double faults in the relevant game.

If a match is abandoned for any reason, bets will be void unless the bet has already been settled.

My Club Betting will look at all available evidence to determine the result of these bets in order to make a fair determination of whether the service was, in fact, an ace/double fault. Our decision in respect of such bets shall be final and we reserve the right to void such bets where it is impossible to conclusively determine whether a serve was an ace/double fault based on all available evidence at the time.

11. Points/Receiver Points in Game:

A winning bet constitutes successfully predicting the number of points played in the relevant game.

If a match is abandoned for any reason, bets will be void unless the bet has already been settled. Code violation points counts towards the total number of points in a game.

12. Point Winner:

A winning bet constitutes successfully predicting the winner of each point in a game. Bets placed on the winner of points that do not take place will be void. Where a player is handed a code violation by the umpire and a point is awarded to their opponent, bets placed on the winner of the next point will be void.

For example, after the 3rd point in the first game of a match, Coria is handed a code violation and a point is awarded to Federer. In this case, all bets on the 4th Point, 1st Game will be void. However, we will count a code violation point in order to settle the total number of points in game.

If a point is mistakenly settled before a player 'challenges' the outcome of the point in matches where such actions are allowed, we reserve the right to resettle the bet and make positive or negative adjustments to your account depending on the outcome of the challenge.

To win a specific Set (Set Winner):

- a. Predict the winner of a specific set
- b. the set must be completed for bets to stand

Game Correct Score in a specific set:

- a. Predict the correct score in a specific game in a specific set
- b. The game must be completed for bets to stand.

13. Tournament Prices:

A winning bet constitutes successfully predicting the winner of the tournament. Refer to Ante Post bets.

14. Tournament Totals:

A winning bet constitutes successfully predicting the total number of occurrences in a certain event (e.g. the total number of aces).

If a tournament is postponed or cancelled, or the length of the tournament is reduced, all bets will be void.

Method of point won:

Serve - Any point that ends with the receiver failing to return the ball successfully back into play.

Double Fault - A point won by the receiver where the server fails to get either their 1st or 2nd serves into play.

Backhand Winner - A point won by a backhand ground stroke that bounces twice before an opponent makes contact with it.

Volley - A point won by a shot played by the vollier before the ball has bounced. This volley must bounce twice before an opponent makes contact with it.

Error - Any point won when a player makes contact with a shot whilst the ball is in play, but fails to return the ball successfully back into play. Any return of serve is governed by the Serve rule.

Next Point - Total Shots:

A winning bet constitutes a successful prediction of the total number of shots played in the point.

A shot is only counted if the ball lands back in play.

(Double Fault=0 ; Ace/Serve Winner = 1 ...)

5. Boxing:

General Rules:

Should a contest be postponed, bets will stand for 48 hours, inclusive of the original date for the contest. Stakes may be refunded before the original contest if requested. In the event of a 'no contest' being declared, all bets will be made void. Should there be a substitution for one of the boxers, bets on the original contest will be void. Unless we specifically quote for a draw, boxing bets are on the basis of 'draw = no bet'. Should there be a change in the advertised contest, e.g. a contest changes from a title fight to a non-title fight, bets will stand.

1. Round-by-round betting (or group round betting):

Where a boxer fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. Should for any reason the scheduled number of

rounds be changed before the commencement of the contest, all round-by-round bets will be void. Where a contest finishes before the completion of the scheduled number of rounds and the winner is decided by the judges' scorecards (technical decision/technical draw) then all round bets will be deemed losers. If the contest goes to the scorecards, all round bets will be deemed losers.

2. Technical decision (TD):

If a fight is scheduled for more than four rounds and an accidental foul occurs causing an injury severe enough for the referee to stop the fight after four rounds have occurred, the fight will result in a technical decision or TD awarded to the boxer who is ahead on the score cards at the time the fight is stopped. If an intentional foul causes an injury and the injury results in the fight being stopped in a latter round, the injured boxer will win by technical decision if he is ahead on the score cards.

For betting purposes, betting on rounds or group of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a technical decision before the end of the fight, all bets will be settled as a win by decision. Round bets will be deemed losers.

3. KO or TKO:

Knockout (KO) is when the boxer does not stand up after a ten count. Technical Knockout (TKO) is the three knockdown rule or if the referee steps in when it is decided that a fighter cannot safely continue to fight. If a fighter fails to answer a bell for the next round, then this will also be deemed a TKO.

4. Technical draw:

If an intentional foul causes an injury and the injury results in the fight being stopped in a later round, the fight will result in a 'technical draw' if the injured boxer is behind or even on the score cards. This will result in a draw being deemed the winner for betting purposes.

5. Method of victory:

Will be deemed to be the official result as officially declared at ringside.

For betting purposes, KO/TKO option also includes disqualification (DSQ) and retired (RTD).

If a contest ends in a draw, all bets on this market will be deemed losers.

6. Total rounds:

For settlement purposes, where half a round is stated, then 1 minute 30 seconds of the respective round will define the 'half' to determine Under or Over. If the number of rounds for a fight is changed after this market has been set, then all bets will be void.

7. Knockdown:

For settlement purposes, a knockdown is defined as a fighter being KO'd or receiving a mandatory eight count (anything deemed a slip by the referee will not count).

Results will be based on the official result at ringside. Results are not official for betting purposes until verified by officials at the fighting venue or by www.boxrec.com. If an official or unofficial sanctioning body overturns of a fight decision based on appeal/suspension, lawsuit, drug testing result, or any other fight sanction, it will not be recognized for betting purposes.

8. Prize Fighter:

Match bets will be settled on the result announced in the ring. If any result is announced incorrectly at ringside but subsequently corrected, then bets will be settled on the correct winner.

Outright bets will be settled on the winning boxer who lifts the trophy. If a substitute is introduced during the tournament, all outright bets will stand and an outright price will be quoted for the new boxer. All outright bets on boxers who withdraw during the tournament due to injury or cuts (having fought on the card) will be deemed losing bets.

Outright bets will be void on any boxer who does not start the tournament.

A deduction will be applied to all outright bets where a named fighter is withdrawn before the start of the tournament (and an additional contender added).

6. Darts Rules:

1. Outright Betting:

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction).

2. Pre-Game Match Betting:

In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. For Premier League darts events, match betting may be offered in the form of 3-Way, and 2-

Way markets. For settlement purposes the 3-Way market includes the Tie option. Bets will be void in the 2-Way market if the match result is a tie.

3. Individual Player Checkouts:

If match is not completed then all bets are void unless the quote has been exceeded.

4. Individual Player Checkouts:

If match is not completed then all bets are void unless the quote has been exceeded.

5. First Leg/Set Markets:

All bets void if the first leg/set is not completed, unless the outcome has already been determined.

6. First/Final Leg Winning Double - Colour:

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

7. First Leg Winning Double - Value:

The Bull counts as Any Other. The leg must be completed for bets to stand.

8. Leader After 4/6 Legs:

The first 4/6 legs must be completed for bets to stand.

9. Score After 4/6 Legs:

The first 4/6 legs must be completed for bets to stand.

10. Race to 3 Legs:

Either player must win 3 legs for bets to stand.

11. Highest Checkout 3-Way:

If match is not completed then all bets are void unless the quote has been exceeded.

12. Highest Checkout 2-Way:

If match is not completed then all bets are void unless the quote has been exceeded. If players Tie, then bets are void.

13. Checkout Total Markets:

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined. For 2-Way markets, if players Tie, then bets are void.

14. Next Leg Checkout:

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

15. Total Legs/Sets:

If match is not completed then all bets are void unless the quote has been exceeded.

16. Checkout Markets:

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

17. Most 180s:

All bets void if match is not completed.

18. 180s Totals Markets:

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined.

19. In-Play Betting:

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void, except for those bets the outcome of which has already been determined at the time of abandonment. For example, Total Legs quote has been exceeded at the time of abandonment.

20. Handicap 2-Way and 3-Way Leg Betting/Set Betting:

In the event of the statutory number of legs/set not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

7. Rugby League

General Rules:

Unless otherwise stated, all Rugby bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time.

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

In the event of a change of opponent from the one advertised, then all bets for that match are void.

1. Abandoned Matches:

All bets are void apart from markets where the outcome is already determined.

2. Postponed Matches:

Are void unless re-arranged and played in the same 'Rugby Week' (Monday - Sunday inclusive UK time).

3. Outright Betting:

Regular season only, unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

4. In-Play 2-Way Market Betting Including Golden Point/Overtime:

Where offered, all markets which indicate Golden Point or Overtime in the title will be settled, including all periods of Overtime if played, for settlement purposes. These markets are:

Money Line Including Golden Point and Overtime/Handicap 2-Way including Golden Point and Overtime (including alternatives)/Total Points 2-Way Including Golden Point and Overtime (including alternatives)/Team Total Points Including Golden Point and Overtime/Total Tries Golden Point and Overtime (including alternatives)Team Total Tries Including Golden Point and Overtime/2nd Half Winner Including Golden Point and Overtime

5. In-Play Half Betting:

For In-Play Half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play Half bets exclude overtime if played, and in the event of 2-Way half markets finishing in a draw then bets will be settled as a Push; with the exception of any half markets listed in the above In-Play 2-Way Market Betting Including Golden Point/Overtime section.

6. Total Team Tries:

Penalty tries count. Bets stand on regulation time only.

8. Rugby Union Rules:

General Rules:

Unless otherwise stated, all Rugby bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time.

Unless otherwise stated, Rugby sevens and tens match bets are settled on the specific tournament regulation play and exclude extra-time if played.

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

In the event of a change of opponent from the one advertised, then all bets for that match are void.

1. Abandoned Matches:

All bets are void apart from markets where the outcome is already determined.

2. Postponed Matches:

Are void unless re-arranged and played in the same 'Rugby Week' (Monday - Sunday inclusive UK time).

3. Outright Betting:

Regular season only, unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

4. In-Play Half Betting:

For In-Play Half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play Half bets exclude overtime if played, and in the event of 2-Way Half markets finishing in a draw, then bets will be settled as a Push; with the exception of any half markets listed in the above In-Play 2-Way Market Betting Including Golden Point/Overtime section.

5. Total Team Tries:

Penalty tries count. Bets stand on regulation time only.

9. American Football Rules:

Includes NFL, NCAA College Football, WLAF, UFL, CFL and Arena Football.

General Rules:

If a match does not start on the scheduled starting date and is not completed within three days of the scheduled completion date, all bets will be void except for those on markets which have been unconditionally determined. All tournament and match markets will be settled according to official match/tournament results at nfl.com or the respective governing body websites.

1. Pre-Game Bets:

Unless otherwise stated, Game Lines, including 2nd Half/4th Quarter bets, include Overtime.

2. Double Result:

Winner determined by correctly predicting the result at half-time and at the end of regulation time. The game must be completed for bets to have action. This market excludes overtime for settlement.

3. First/Last and Anytime Touchdown Scorer:

Winner determined by correctly forecasting the Name of the Scorer of the First/Last/Anytime Touchdown in the game, or whether No Touchdown will be scored. The Field refers to any player not specifically listed.

4. In-Play:

Unless otherwise stated, In-Play Game/Half/Quarter bets include Overtime. The game or relevant quarter/half must be completed for bets to have action, unless settlement of bets is already determined.

5. Half/Quarter:

For settlement purposes, 2nd Half bets will include any points scored in Overtime if played, unless otherwise stated. The 4th quarter will include any points scored in Overtime if played, unless otherwise stated.

6. Result of Current Drive:

Excludes overtime if played. If Team A has the ball and fumbles, and the ball is recovered by Team B, who then fumble it back to Team A, the outcome will be settled as Turnover, due to possession changing hands twice.

Turnover on Downs (failed 4th Down attempt) will be settled as a turnover. If a punt is fumbled by the receiving team and recovered by the kicking team, bets will be settled as punt and a new drive market will be offered. Bets are void in the event of an incomplete drive.

7. Season Outright:

Will be settled as per the official outcome.

10. Snooker

General Rules:

Settlement will be determined by official tournament data.

1. Non-runner no-bet:

With the exception of Ante-Post bets placed on any player who takes part in a given tournament's qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes. All participants in a given tournament will be priced to win the tournament outright. Each-way betting is available. Outright markets may be subject to a Rule 4 (Deductions).

2. Match Betting:

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

3. First Legally Potted Colour/To Pot First Ball/To Pot Last Ball (Excluding Free Ball):

In the event of a re-rack, the original frame will count for settlement purposes, providing a colour/ball has been potted. Settlement will be determined by official tournament data. Betting does not include foul shots.

4. First Frame Player Total Points Odd/Even:

For settlement purposes zero counts as Even.

5. Handicap Betting (including Alternatives)/Asian Handicap/Frame Betting/Total Frames(including Alternatives)/Asian Total/Correct Score:

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void, unless the outcome has already been determined. In the event of a disqualification or retirement bets will be void

6. Century Markets (Player/Match):

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void, unless the outcome has already been determined. In the event of a disqualification or retirement bets will be void.

7. Highest Break in Match:

In the case of a re-rack, only the highest break in the officially counting frame will determine settlement. Dead-Heat rules apply. If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

8. Session/Match Result:

Predict the result after specified Session and the overall winner of the match.

If the statutory number of frames in a session/match are not completed, changed, or different from those offered for betting purposes, bets will be void, unless the outcome has already been determined.

9. Highest Break in a Tournament:

In the case of a re-rack, only the highest break in the officially counting frame will determine settlement. Dead-Heat rules apply.

10. Match to Go to a Deciding Frame:

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. All bets void if match is not completed.

11. Individual Highest Break:

Player must complete at least one match for bets to stand.

12. Number of Frames in the Match:

If the statutory number of frames in a match are not completed, bets will be void unless there is no conceivable way the match could be played to its natural conclusion without unconditionally determining the result of this market.

13. In-Play:

First Legally Potted Colour in the Frame/Next Frame First Colour Potted (Excluding Free Ball):

In the event of a re-rack, the original frame will count for settlement purposes providing a colour has been potted. If the first legally potted colour is not shown live on TV then all bets placed will be made void win or lose. Betting does not include foul shots.

14. Player to Pot the First Ball/Next Frame to Pot First Ball:

In the event of a re-rack, the original frame will count for settlement purposes providing a ball has been potted. If the first legally potted ball is not shown live on TV then all bets placed will be made void win or lose. Betting does not include foul shots.

15. Next Frame/Next Frame Handicap (Points)/Current Frame Winner/Next Frame Winning Margin:

In the event of a frame starting but not being completed, all bets will be void. Bets stand in the event of a re-rack.

16. Next Frame Total Points/Next Frame Highest Break:

In the event of a frame starting but not being completed, all bets will be void, unless the outcome has already been determined. Bets stand in the event of a re-rack.

17. Player Match Centuries/Total Match Centuries/147 Break in Match:

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void, and in the event of a disqualification or retirement, bets will be void unless the outcome has already been determined.

18. Next Frame Race to 30 Points/Next Frame 50+ Break/Next Frame Century Break:

In the event of a frame starting but not being completed, all bets will be void unless the outcome has already been determined. In the event of a re-rack, undetermined bets will stand.

11. Cricket Rules:

General Settlement - All Matches:

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

1. All Tournament / Series Outright Markets:

General: In the event that the format or participants of a series or tournament are changed, we reserve the right to void bets.

2. Tournament Outright

Market will be settled on the team that wins the tournament according to the official competition rules. Dead-Heat rules may apply.

3. Tournament Top Batsman/Bowler Markets:

Market will be settled on the player that heads the most runs/wickets list. Any runs or wickets gained in super-overs will not count. Any further settlement rules will be displayed on the individual market header. All In, run or not. Dead-Heat rules apply.

4. Tournament Top Team: Batsman/Bowler Markets:

Market will be settled on the player that heads the most runs/wickets list. Any runs or wickets gained in super-overs will not count. Any further settlement rules will be displayed on the individual market header. All In, run or not. Dead-heat rules apply.

5. Series Outright:

Market will be settled on the outcome of a Series. Dead-heat rules may apply.

6. Series Correct Scores:

Market will be settled on the final series score.

7. Series Top Batsman/Bowler Markets:

Market will be settled on the player that heads the most runs/wickets list. Any runs or wickets gained in super-overs will not count. Any further settlement rules will be displayed on the individual market header. All In, run or not. Dead-heat rules apply.

8. Series Top Team Batsman/Bowler Markets:

Market will be settled on the player that heads the most runs/wickets list. Any runs or wickets gained in super-overs will not count. Any further settlement rules will be displayed on the individual market header. All In, run or not. Dead-heat rules apply.

9. Other Markets:

If not otherwise already covered, rules will be displayed on market headers or webnotes.

10. All Matches:

Batsman Matches:

Note that in Test and County Championship matches, only the first innings counts. Bets will stand after batsman has faced one ball or is given out before first ball is faced. In the event of two or more players ending on an equal number of runs, bets are void.

11. Batsman Match Runs:

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis counts), otherwise all bets are void, unless settlement of bets is already determined.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and County Championship Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

12. Batsman Runs (In-Play):

Over/Under runs bets will stand after batsman has faced one ball or is given out before first ball is faced. Score counts if batsman is Not-Out, including if innings is declared.

Test Matches and First Class Matches - Subject to the above, all bets will stand irrespective of delays caused by rain or for any other reason.

One Day Matches - 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 than that scheduled when the bets were struck, unless settlement of bets is already determined.

Twenty20 Cup Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

13. To Score 50/100/150/200:

Bets will stand after batsman has faced one ball or is given out before first ball is faced.

Score counts if batsman is Not-Out, including if innings is declared.

Test Matches and First Class Matches - Subject to the above, all bets will stand irrespective of delays caused by rain or for any other reason.

One Day Matches - 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 than that scheduled when the bets were struck, unless settlement of bets is already determined.

Twenty20 Cup Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck, unless settlement of bets is already determined.

14. Team Batsman to Score a Fifty in the Match:

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts), otherwise all bets are void, unless settlement is already determined. For settlement purposes, any batsman's score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches - The whole match counts. In drawn matches, there must be a minimum of 200 overs bowled.

15. Batsmen Run Bands:

You are betting on: How many runs the selected batsman will score.

Batsman must face at least one ball or bets will be made void.

Any reduction in the number of overs after the bet has been struck in any one day game (50/40/20 over matches) bets will be made void unless the result is already known.

In the case that a batsman retires hurt, all bets will be made void at the end of the match if he does not return to the crease to complete his innings, unless the bet is already determined.

16. Fall of Wicket:

You are betting on: How many runs will the batting team score before the fall of a wicket.

Should no wicket fall and the batting side not reach the designated number of runs, bets will be void.

If there is any reduction in the number of overs, bets will be made void unless the result has already been determined. This applies in the case of limited over matches.

17. A Hundred to Be Scored in the Match:

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts), otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches - The whole match counts. In drawn matches, there must be a minimum of 200 overs bowled.

18. Team Batsman to Score a Hundred in the Match:

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts), otherwise all bets are void, unless settlement is already determined.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

Test and First Class Matches - The whole match counts. In drawn matches, there must be a minimum of 200 overs bowled.

19. Most Run Outs 3-Way:

Prices will be offered on which team creates the most run-outs whilst fielding. If a match is abandoned due to outside interference, all bets will be void unless settlement is already determined. If a match is reduced in overs and a match result is reached, the team who effected most run-outs whilst fielding, regardless of the amount of overs bowled, will be the winners. In matches determined by a Super-Over, any run-out during the Super-Over will not count for settlement purposes. In Test and First Class Matches, all innings of the match will count.

20. Most Run Outs 3-Way:

Prices will be offered on which team creates the most run-outs whilst fielding. If a match is abandoned due to outside interference, all bets will be void unless settlement is already determined. If a match is reduced in overs and a match result is reached, the team who effected most run-outs whilst fielding, regardless of the amount of overs bowled, will be the winners. In matches determined by a Super-Over, any run-out during the Super-Over will not count for settlement purposes. In Test and First Class Matches, all innings of the match will count.

21. Man of the Match:

Bets will be settled on the officially declared Man of the Match. Dead-Heat rules apply.

22. Highest 1st Innings Opening Partnership:

Bets stand once 1 ball has been bowled in each team's 1st innings. In the event of a Tie, where the market offered is a two-way option, Dead-Heat rules apply.

23. Most Match Sixes:

If a match is abandoned due to outside interference, all bets will be void, unless settlement is already determined. In Test and County Championship matches, the whole match counts.

In drawn games, a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches, the match must be scheduled for the full 20 overs and there must be an official result, unless settlement of bets is already determined. In One Day matches where the number of overs has been reduced and the outcome has not already been determined, bets will be void. For settlement 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. Outside interference does not include weather events.

24. Total Match Sixes:

If a match is abandoned due to outside interference then all bets will be void unless settlement is already determined.

In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined. In One Day matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void. For settlement 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.

25. Next Man Out/Next Batsman Out:

If either batsman retires hurt or batsman at the crease is different from those quoted, then all bets placed on both batsmen will be made void and stakes returned. In the event of no further wickets falling, then all bets will be void and stakes returned.

26. Method of Dismissal (2-Way):

The options available are: Caught and Not Caught. If no further wickets fall, all bets will be void.

27. Runs in Next Over/Runs in Next Over Odd-Even:

Extras and penalty runs will be included. The over must be completed for bets to stand, unless the result is already determined. If an innings ends during an over, then that over will

be deemed to be complete unless the innings is ended due to inclement weather, in which case all bets will be void. Zero will be deemed to be an even number.

28. One Day/Twenty20 Matches:

Match Betting;

You're betting on: the result of the match with the condition that a Drawn match will result in stakes returned.

If scores (including a derived target score using the Duckworth-Lewis method) are deemed tied at the completion of both innings, then all bets on the Match Odds market will be void. For the avoidance of doubt, if scores are tied at the completion of both innings, then any tie-breaker that may be used to determine a winner including, but not limited to, Bowl Outs, Super Overs, One-Over Eliminators, Losing Fewer Wickets, Run Rates, Coin Toss and Higher Group Position do not count for the purposes of this market.

In matches affected by adverse weather, bets will be governed by the official competition rules with the following exception: if a match is decided on either a bowl-out or the toss of a coin, then all bets will be void.

If a match is abandoned due to outside interference, bets will be void unless a winner is declared based on the official competition rules. In the event of a change of opponent from the one advertised, all bets for that match are void.

Outside interference does not include weather events.

If a match is cancelled, all bets will be void if it is not replayed within 36 hours of its advertised start time.

29. Top Batsman/Bowler:

Bets placed on any player not in the starting 11 or nominated as the designated substitute 12th man are void. Bets on players who are selected but who do not bat or field will be settled as losers. Dead-Heat rules apply.

The following number of minimum overs must be bowled unless All Out or match has been completed, otherwise bets void:

- One Day Internationals - 20 overs
- All Domestic 40 Over Competitions - 10 overs
- All Domestic 50 Over competitions - 20 overs
- All Twenty20 Cup - 6 overs

In event of two or more players ending on an equal number of wickets, the bowler with the least number of runs conceded will be deemed the winner. Dead-Heat rules apply.

30. Innings Runs (Including Alternative Quotes)/Innings Sixes:

In One Day matches, Over/Under Innings Runs and Innings Sixes bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck, unless settlement of bets is already determined.

In Twenty20 Cup matches, bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck, unless settlement of bets is already determined.

In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

For settlement of Innings Sixes specifically, the outcome is based on all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

For this market only, please note that any penalty runs added to a team total because of a slow over-rate by the bowling team will not count for settlement purposes.

31. In-Play Runs in First 'X' Overs (including alternative quotes):

If the selected number of overs is not complete due to external factors, bets will be void, unless settlement of bet is already determined.

If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

32. A Fifty to be Scored in the Match:

The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis counts), otherwise all bets are void, unless settlement is already determined.

For settlement purposes, any batsman's score of 50 or above will count.

Twenty20 Matches - The full 20 overs for each team.

One Day Matches - At least 40 overs for each team.

33. Test Matches:

In Match Betting/Draw-No-Bet/Double Chance, bets will stand on the official result provided at least one ball has been bowled. In the event of a tie, Dead-Heat rules will apply and bets on the Draw will be losers.

The result of a match is a Tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed or, in limited-

overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

If a match is abandoned due to outside interference, bets will be made void.

Outside interference does not include weather events.

34. County Championship Matches:

Match Betting – unless a price is quoted for a Draw, in the event of a drawn match, bets will be void. If a match is abandoned due to outside interference, then bets will be made void. In the event of a tie, Dead-Heat rules will apply.

Outside interference does not include weather events.

The result of a match is a Tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

12. Golf Rules:

1. Ante Post Bets:

Ante Post bets will be void on players who have either not qualified or do not play in a tournament for any other reason.

2. Abandoned Events:

In the event of a tournament being shortened or otherwise affected due to weather conditions, all bets, other than those placed after the last completed round, will stand provided at least 36 holes have been played and a trophy has been awarded. Those placed after the last completed round will be void.

This does not apply when a tournament is played on more than one course, and in this instance all players must have played the same rotation, otherwise all bets will be void.

3. Postponed/Rearranged Events:

In the event of a tournament being postponed, rearranged or moved to a different course, all bets will stand.

4. Tournament Prices:

A winning bet constitutes successfully predicting the winner of the tournament.

If a playoff is required to determine the tournament winner, the winner of the playoff is deemed the tournament winner.

Dead Heat rules apply for all placings in a tournament. For example, if the each-way terms are for four places and three players tie for third, they will be deemed to have Dead-Heated for third, fourth and fifth places, with 1/3 of the stake lost and 2/3 of the stake settled at full place odds for an each-way bet on those players.

5. 72-Hole/90-Hole Match Bets:

A winning bet constitutes successfully selecting the player with the lowest score at the end of the tournament, provided that 36 holes have been played in a 72-hole tournament, or 54 holes have been played in a 90-hole tournament.

If both players finish on the same score, 'Tie' is the winner, regardless of whether the two players involved subsequently contest a playoff.

Both players in a match bet must tee off for bets to stand.

In a tournament played on a combination of courses, all bets will be made void if the players do not complete the same itinerary of courses.

If one player misses the cut, the other player will be deemed to be the winner. Where both miss the cut, the player with the lowest score after the cut has been made is deemed the winner.

If one player is disqualified or withdraws before the cut is made, or after both players have made the cut, the other player is deemed the winner (even if the other player does not make the cut).

If a player is disqualified or withdraws in the rounds after the cut, when his/her opponent has already missed the cut, the disqualified player is deemed the winner.

If both players withdraw or are disqualified before the cut, all bets are void. The same applies if this happens to them both after they have made the cut.

6. 18-Hole/36-Hole Match Bets:

A winning bet constitutes successfully predicting the player with the lowest score over 18/36 holes.

If both players finish on the same score, 'Tie' is the winner, regardless of whether the two players involved subsequently contest a playoff.

Both players in a match bet must tee-off for bets to stand.

7. 2-Ball/3-Ball/4-Ball Betting:

A winning bet constitutes successfully predicting the player with the lowest score over the specified number of holes.

In the event of any player not teeing off, all bets will be void. Once a player has teed off, all bets stand, regardless of whether they subsequently withdraw or are disqualified from the tournament.

If a price is offered for the 'Tie' in 2-ball betting, a tied score will result in 'Tie' being declared the winner. In the event of a 'Tie', all bets will be void.

Bets will normally be offered based on player pairings or groups in the tournament. In the event of a 2, 3 or 4-ball being rearranged, bets will be settled on the original pairings.

Dead Heat rules apply to all 3-ball and 4-ball betting.

8. Player Hole Scores:

A winning bet constitutes successfully predicting the number of shots it takes for a player to complete a specified hole.

If a player fails to complete a hole for whatever reason, bets will stand, provided the hole is completed on a subsequent day. If there is no opportunity to complete the hole, all bets will be void.

If a player withdraws whilst playing the specified hole, all bets will be void.

9. Hole Winner:

A winning bet constitutes successfully predicting which of the relevant two players will win the hole.

If a player withdraws on a hole, the other player will be deemed the winner, regardless of their score on the hole, but provided they complete the hole.

10. Matchplay:

A winning bet constitutes successfully predicting the winner of a matchplay match.

In team events, final-day singles will be settled on the official result.

In a matchplay tournament, the winner will be the player progressing to the next round or becoming the tournament winner.

11. Matchplay Winning Margin:

A winning bet constitutes successfully predicting the winning margin in the relevant matchplay event. The official result counts for settlement purposes.

12. Group Prices:

A winning bet constitutes successful selection of the player who achieves the highest tournament placing from a selected group.

In the event of any player in the group not teeing off, deductions will be made to bets on the other players in the group in line with Rule 4. All players who do start must complete one round for bets to stand.

Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs, the lowest score at that stage will determine the winner.

Dead Heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff, in which case the playoff winner is considered the Group winner.

If only one player in a group starts, all bets will be void.

13. Yearly Order of Merit/Official Money List Winner:

A winning bet constitutes successfully predicting the winner of the Order of Merit/Official Money List at the end of the season.

Settlement is determined following the last counting tournament and will not be affected by any subsequent enquiries or alterations.

To Be Selected to Play in a Team/Tournament (e.g. The Ryder Cup):

A winning bet constitutes successfully predicting whether a player will be selected to play in a specific team or tournament.

Players must be announced as part of the playing team at the opening ceremony for bets to count.

13. Basketball Rules:

1. If a match does not start on the scheduled start date then all bets will be void.

2. Overtime counts for all markets with the exception of 2nd Half and 4th Quarter markets, including 2nd Half and 4th Quarter markets in-play, Which Quarter most points, Which Half most points and Winning Margin bets where the Tie is quoted.

3. Where odds for both outright and handicap betting are advertised, unless the handicap or a qualifying price has been requested, all bets will be settled on an outright win. However, where only handicap betting is available, bets will be settled at the published handicap, whether requested or not.

4. For player match-up bets, all the quoted players must compete in the game for bets to have action.

5. If the outcome of a 2-runner event is a Tie, Draw or exactly the number of quoted points and no price is offered for this outcome, then the result is a "push". When this occurs, the settlement of single bets is to return stakes. For multiple bets, the selection is treated as a non-runner and the bet will be settled on the remaining selections.

6. Grand Salami - This is a bet on the number of points to be scored in a specified number of the day's matches. For bets to have action, all games must complete in full, otherwise bet will be made void.

7. Winning margins betting is from scratch.

8. Team To Win By Most – This bet involves predicting which team will win by most points. The three options to choose are Team 1, Team 2, or Any Other Outcome - both teams to win by the same amount of points or one or both teams to lose.

9. For match-half and quarter betting, the entire match half or quarter must complete in full for bets to have action.

10. The game must be completed in full for all props, total points and special markets to have action. If the game is not completed in full, then bets will be deemed to have no action and stakes refunded, unless further play could not affect the outcome.

If a match starts but is later abandoned or postponed then, within three days of the scheduled start date, (a) at least 43 minutes of play must have elapsed in any NBA match or 35 minutes of play must have elapsed in any other match; or (b) an official result must be 'called' by the relevant governing body; otherwise all bets will be void, except for those on markets which have been unconditionally determined. In these instances, if the scores are tied, then Dead-Heat rules will apply to bets on the outright match winner market.

14. Ice Hockey Rules:

American Ice Hockey (NHL):

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

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

3. In the event of a shoot-out, the winning team is credited with one goal. This counts for all markets where applicable.

European Ice Hockey & IIHF International Competitions:

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

2. Overtime (including any subsequent shoot-out) will only count for 2-Way Match Betting.

3. The rest of the markets will be settled with the result at the end of regular time (60 minutes).

4. Should a match be abandoned, all markets will be voided unless the outcome has been unequivocally decided.

5. All Outright markets include playoffs where applicable.

1. Match Result (No Overtime):

You are betting on: The result at the end of regulation time.

2. Win Match Including Overtime:

You are betting on: The winner of the game after any Overtime or Shoot-out has been concluded.

The winning selection will be settled as the team who either a) Wins the match in regulation time, b) If a tie after regulation time, wins the match in overtime or, c) If there is no score in overtime, wins the match after a shoot-out.

3. Handicap:

You are betting on: The winner of the game after the stated handicap has been applied. If scores are tied after handicap is applied, bets will be made void.

4. Totals Over/Under:

You are betting on: Whether the total number of points in the game will be Under or Over the stated total.

If the total points are equal to the stated Under/Over total, bets will be made void.

Shoot-outs will count towards the total as one goal awarded to the winner.

5. Total Goals (Bands):

You are betting on: How many goals will be scored in the game.

If the game goes to a shoot-out, a goal will be added to the already accumulated goals.

6. 1st/2nd/3rd Period Result:

You are betting on: The result at the end of the stated period.

7. Double Chance:

You are betting on: The match finishing as either one of two Match Result market options, e.g. Team A & Draw etc.

Bets will be settled on Regulation time and will not include Overtime/Shoot-out.

8. Both Teams to Score:

You are betting on: Whether both teams score in the match.

Overtime and Shoot-out do not count for this market.

9. Winning Margin:

You are betting on: What the winning margin will be at the end of regulation time.

Overtime and Shoot-out do not count for this market.

15. Baseball Rules:

General Rules:

1. All bets will be considered valid regardless of the starting pitchers.

2. Extra innings count for all bets.

3. Should a game not start on the day of the officially listed start time, as stated by the relevant governing body, due to a rain delay or other similar events, all bets will be void. The day of the event will be considered the day according to the time zone in which the game was scheduled to be played.

1. Money Line:

4½ Innings Rule:

There must be at least 5 full innings of play unless the team batting second is leading after 4½ innings, for bets to stand. If the game is called, or suspended, after this point of the game is reached, the winner is determined by the score after the last full inning (unless the team batting second scores 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 called).

Please note that if suspended games are continued to a conclusion the following day (local time), then all bets will stand. Those that are concluded after the following day will be void if the 4½ innings rule is not observed (with the exception of MLB play-off games - see specific rule).

2. Total Runs and Handicap betting:

8½ innings rule:

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to stand. Please note that if suspended games are continued to a conclusion the following day (local time), then all bets will stand.

Those that are concluded after the following day will be void unless the result has already been determined. (Please note MLB playoff games have a specific rule beyond the Following Day rule)

3. MLB Playoff games:

If a game is suspended mid-play, all bets will stand until the game is completed.

16. Volleyball/Beach Volleyball Rules:

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

2. If a Golden Set is played it will not count.

3. Should a match be abandoned, all markets will be voided unless the outcome has been unequivocally decided.

17. Australian Rules:

General Rules:

All markets will be settled on regulation time, unless otherwise stated.

The match must be completed for Match Betting bets to stand. Otherwise, if the result of the market has already been determined, bets will stand.

Bets will be settled on the official AFL result only (www.afl.com.au).

1. Match Betting:

You are betting on: The winner of the match.

In the event of a tie, bets will be void.

2. Handicap:

You are betting on: The winner of the game after the stated handicap has been applied.

If scores are tied after handicap is applied, bets will be made void.

3. Totals Over/Under:

You are betting on: Whether the total number of points in the game will be Over or Under the stated total.

If the total points are equal to the stated Under/Over total, bets will be made void.

18. Gaelic Sports:

General rules:

If a match is not played at the advertised venue, all bets placed prior to the venue change will stand, as long as the game is not switched to the designated away team's ground. All bets are settled on the official result at the end of normal time, including any injury time. Extra time does not count, unless otherwise stated.

If a match is abandoned before completion, all markets on that match will be void, unless a definitive result for that market has already been determined. For example, if a Match was abandoned with the following score-line:

- Team A 3-6
- Team B 1-7

Any bet in U/O 3.5 Goals would be settled as a winner or loser, because four goals have already been scored. Any bet on U/O 4.5 Goals would be made void as the final number of goals is not known and the bet could still win or lose.

In the event of a dispute regarding the match, settlement will be based on the decision of the G.A.A (<http://www.gaa.ie/>)

1. Scoring Explanation:

A goal (below the cross bar) counts as 3 points.

A single point (over the cross bar) counts as 1 point.

Match Result and overall score/points-based markets are settled on the total combined points from all Goals and Single Points. Where betting is offered on "Single" Points, this will be included as such in the market naming. In other cases, "Points" betting will relate to the overall score of the match.

2. Match Result:

You are betting on: Who will win the match?

All bets settled on regulation time only.

Bets will be settled on the overall combined score accumulated from Goals and Points scored. (Goal=3 Point=1).

3. Handicap Betting:

You are betting on: Which team will win once the handicap is applied to the overall match score.

All bets settled on regulation time only

Bets will be settled on the combined score accumulated from Single Points and Goals (Goals=3, Single Points=1).

19. Handball Rules:

General Rules:

All betting is for 60 minutes play only, i.e. extra time does not count.

If a venue is changed from that advertised, then all bets will be made void.

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

1. Match Result:

You are betting on: The outcome of the match.

2. Handicap:

You are betting on: The outcome of the match after the designated handicap has been applied to the full-time score.

3. Total Goals Over/Under:

You are betting on: The total number of goals scored in the match by both teams combined.

20. Cycling Rules:

General Rules:

For Outright and Stage Betting, bets will be settled on an all-in run or not basis. This means that if your selection does not ride, your bet will be classed as a losing bet.

The podium presentation will count as the weigh-in for settling purposes. Subsequent amendments will not affect betting settlement.

Bets will be settled on the rider achieving the best finishing position. For riders who share the same time in the official standings, the higher classified rider will be deemed the winner.

1. Dead-Heats:

Dead-Heats will only be settled as such if both riders are classified with the same finishing position.

2. Match Betting:

Match bets will be settled on the rider achieving the best finishing position. Both riders must start for bets to stand. Should just one rider finish, he will be deemed the winner. Should both riders fail to finish, bets on both riders will be made void.

3. Group Betting

All riders in the group must start for bets to stand. Bets will be made void if all riders fail to finish, otherwise the highest classified rider shall be deemed the winner.

4. Stage Betting:

For stage betting, the stage must be completed for bets to stand. In the event of a stage cancellation, or an abandonment midway through, all bets on that stage would be made void.

5. Against The Field:

Where betting is offered on one rider against the field for a given stage or outright market, the stated rider must start for bets to stand. Should the named rider not start, all bets will be made void.

21. Motor Racing Rules:

1. Outright Championship Betting:

You are betting on: A driver or team winning the championship over the course of the sport's season.

Bets on both Drivers World Championship and Constructors World Championship markets will stand even if your selection does not compete.

Bets will be settled according to the official Championship result at the podium presentation of the final event of the season. Subsequent disqualifications and amended results do not count.

2. Qualifying/Pole Position Betting:

You are betting on: Whether a driver will be the fastest qualifier, qualify on front row, qualify ahead of a named opponent (Match Betting) etc.

Markets will be settled on the official qualifying results as taken from the governing body, regardless of any demotions or penalties applied subsequently.

In qualifying match betting, if either driver fails to begin a qualifying lap, then all bets on that matchup will be void.

In BTCC, all qualifying bets will apply to the official qualifying session only.

3. Race Winner:

You are betting on: Whether a driver will win the race.

Any driver who does not start the warm-up lap prior to the race will be deemed as a non-runner, and bets on that particular driver will be settled as void.

The start of the race will be deemed as the beginning of the formation lap with any driver opting to start from the pit-lane also deemed to be a starter.

4. Rallying:

Any driver not starting the first stage of the main event and who has played no part in shake-down will be treated as a non-runner and bets on that selection will be void. Drivers who complete shake-down but do not start the first stage, will be losers.

22. Formula One Rules:

General Race Rules:

All bets will be settled on the result at the end of the race, with the podium presentation deemed the official weigh-in for betting purposes. Subsequent disqualifications and amended results do not count.

Any driver not taking part in the pre-race warm-up lap and who does not start the race will be deemed as a non-runner, and bets on that particular driver will be settled as void.

The start of the race shall be deemed as the beginning of the formation lap, with any driver starting from the pit-lane also deemed to be a starter for race purposes.

1. Outright Winner, Podium, Top 6 and Points:

You are betting on: The race result, who finishes on the podium, who finishes in the top 6 and who scores points in the race.

Bets will be settled on the official podium result immediately following the race.

FIA classifications will constitute the official result.

Subsequent amendments after the podium presentation will not count for betting purposes.

2. Abandoned/Postponed Races:

The following is an excerpt from paragraph 6.5 in the F1 Sporting Regulations:

“If a race is suspended under Article 41, and cannot be resumed, no points will be awarded if the leader has completed less than two laps, half points will be awarded if the leader has completed more than two laps but less than 75% of the original race distance and full points will be awarded if the leader has completed more than 75% of the original race distance.”

For betting purposes, we shall settle on the official result if two or more laps have been completed. If fewer than two laps are completed, we shall settle any markets which have been unconditionally determined in their entirety. All other markets shall be made void. Unconditionally determined markets are defined as full betting markets or selections about which the result is already fully known. For instance, in Safety Car bets, if the Safety Car has already appeared, then all bets on “Yes” and “No” would be settled, as the result could not change. If the Safety Car has not appeared at the time, then all bets would be made void.

A race will be considered to be abandoned based on FIA announcements.

In the event that a race is postponed (either before the start or via an interruption mid-race) but is concluded before midnight the following day local time, then all bets will stand.

3. Championship Betting:

You are betting on: Which driver or constructor wins their respective Championship titles.

Betting on both the Drivers' World Championship and the Constructors' World Championship will be treated as all-in, whether they compete or not.

Bets will be settled according to the official Championship result at the podium presentation following the final race of the season.

Where there is a tie for the Championship, bets shall be settled according to most races won, followed by most 2nd place finishes as per FIA rules.

23. Specials/Non-Sport Events Rules:

1. Bets on Specials Markets (e.g., X-Factor, Big Brother, I'm a Celebrity, Strictly Come Dancing) stand if the selection takes part in the Event at any time. Eventualities that would not result in bets being void include, but are not restricted to:

- Participant walks out or does not complete Show
- Participant is removed from Show by Broadcaster
- Participant moves to another Act

2. Many of these events have very specific rules. Where possible we will display any ambiguity on the page where the market is displayed.

24. ESports Rules:

General Rules:

- All bets will be settled on the official result supplied by the tournament officials.
- If a tournament is not completed, all outright bets will be void.
- Should the team line-up change once the markets have closed, all bets will stand. This applies to team/personnel changing after the event has begun. If a team starts with its line-up, and then a participant experiences connection errors, if another person stands in for them, all bets placed on that event will stand.

- Should performance be hindered in any way, we reserve the right to void all bets on that game. For example, if a server change leads to a team's performance being hindered in such a way that they are not able to play at a competitive level.
- A team 'tapping out' will be settled as a loss. For example, if a team calls GG before the final objective is achieved.
- Unplayed or postponed matches not played within 3 hours from the original start time, will be voided. Does not apply for LAN events.

Match Betting:

- If a match is started, but not completed, then all bets will be void, unless the team/player is disqualified, in which case the team/player progressing to the next round will be deemed the winner.
- Totals: If the map is not completed, all bets are voided.
- Correct Score: If the match is not completed, all bets are void.
- To win a map: If the match is not completed, all bets will be void.

Outright Betting:

- If a team/player plays at least one map, they will be considered an entrant.
- If that team later does not complete the tournament, they will be settled as a loser.
- Non-Starter – No Bet. Rule 4 may apply.
- Each way bets – dead heat rules may apply.

25. Miscellaneous:

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