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1. Terms of service

1. GENERAL NOTIONS AND TERMS

LAST UPDATED 19.04.2023

1. INTRODUCTION

The following Betting Rules pertaining to the bookmaker FANSPORT (hereinafter referred to as "the Rules") stipulate the manner of accepting bets, paying winnings and resolving disputes, as well as the specific features of certain bets on certain sports. These Rules shall govern any other relations between the bookmaker FANSPORT and the customer. These Rules shall apply to all customers of fan-sport.com.

Bet	- is a risk-driven agreement for potential winnings entered into between the customer and the bookmaker under the established Rules, where the fulfillment of such agreement is conditioned by an event whose outcome is yet to be determined. Bets are accepted on the conditions offered by the bookmaker.
Outcome	- is the result of the event (events) on which the bet was placed.
Customer	- is an individual placing a bet with the bookmaker on an outcome.
BetCancellation	- is an outcome on which the bet is not settled and winnings are not paid. As per the Rules, in the event of "bet cancellation", an arrangement between the bookmaker and the customer shall be deemed unconcluded and the stake shall be refunded.
Regular Time	- is the duration of the match subject to the regulations of the relevant sport, including time added by the referee. Regular time does not include extra time, overtime(s), penalty shootouts, etc.

1.1 This terms and conditions and the documents referred to below (the "Terms") apply to the use of the current website (the "Website") and its related or connected services (collectively the "Services")

1.2 The Website is owned and operated by Interactive Betting N.V. a company registered and established under the laws of Curaçao with reg.No. 142759 and registered address:

Dr.H.Fergusonweg 1 Curacao. Interactive Betting N.V. is licensed and regulated by Curacao Gaming Control Board (Curacao licence No. OGL/2024/537/0691). Almeron Limited a company organized and existing under the laws of Cyprus, whose registered office is Spyrou Kyprianou 84, Limassol, 4004,Cyprus acts as an independent representative entity by the laws of Cyprus

2. GENERAL TERMS

1. Sports forecasting from FANSPORT - is not a gamble. The bookmaker FANSPORT accepts bets on sports and other events worldwide.

2. Bets may only be placed by individuals who are 18 years of age or the age of majority in their state (if the age of majority is over 18) and agree to the Betting Rules offered by the bookmaker. The customer shall be held liable for violation of this regulation. Participation of minors in the activities offered on this website is prohibited.

3. The following individuals are not allowed to place bets:

- individuals who are under 18 years of age at the time of placement;
- individuals who directly participate in the events being betted on (e.g. sportspeople, coaches, referees, club owners or club management, or other individuals who can influence the outcome of the

event), as well as any individuals acting on their behalf;

- individuals representing other bookmakers;

- individuals who are prohibited from entering into a contract with a bookmaker subject to the effective legislation.

The bettor shall be held liable for the violation of paragraphs 2, 3 hereof. Should these Rules be violated, the bookmaker reserves the right to refuse to pay any winnings or to refund stakes, as well as to cancel any bets. The bookmaker shall not be liable in relation to the moment when they become aware that the customer falls within any of the aforementioned categories. This means that the bookmaker shall be entitled to take the above measures at any time once they have become aware that the customer is an individual who can be designated as above.

4. The right to access and/or use the Website (including any or all of the products offered via the Website) may be illegal in certain countries (including, for example, the USA, the United Kingdom, Cyprus, Netherlands, Iran etc). We do not accept players which intend to use our Website for betting, gambling or other purposes and who are residents of the countries in which such types of activity are illegal.

5. The fact that our Website is available in the above mentioned country and/or jurisdictions, or displays in the official language of any of those countries cannot be regarded as an official representation or justification of legality of using our Website and depositing funds into your account or withdrawing your winnings. The accessibility of the Website does not mean that it contains any offers, incitement or invitation to use or subscribe for the services offering betting, gambling or other services in any jurisdiction in which such activity is illegal.

6. You are responsible for determining whether your accessing and/or use of the Website is compliant with applicable laws in your jurisdiction and you warrant to us that gambling is not illegal in the territory where you reside. Before opening an account and/or using our Website you must make sure that your actions are legal in the territory where you reside. You also guarantee and agree that you have consulted lawyers before registering on our Website. If we learn that you are resident of the country where using of our Website is considered illegal than we get the right to close your account and refund your funds that are on your balance at the moment of the closure (after deduction of winnings credited after you've made the last deposit).

7. The bookmaker shall be entitled to refuse bets from customers who fail to abide by these Rules. The bookmaker reserves the right to refuse to accept a bet of any type from any customer should they violate social standards of conduct and public order.

8. The bookmaker reserves the right to refuse to accept a bet from any individual without giving a reason.

9. All bets shall be settled based on the data provided by the processing center.

10. Winnings shall be paid to the bettor within 30 (thirty) calendar days from the date of official publication of the results of the latest event on the bet slip.

11. After receiving returns, the bettor shall check if the winnings are correct. Should the bettor disagree with the winnings, they shall give notice to the bookmaker thereof with their account number, date, time, event, stake, selection, odds, and reasons of disagreement being stated. Any claims regarding winnings may be filed within 10 (ten) days. All bet calculation claims for Cyber-Live games are accepted within 72 hours from the moment of game ending.

12. A bet placed by the Customer shall be deemed won if all outcomes specified in such bet have been predicted correctly.
13. Betting terms (odds, handicaps, totals, maximum stake limits, etc.) may be subject to variation after a bet has been made, but this does not affect the terms at the time the bet was placed. Before entering into an arrangement, the customer shall check all changes in the current prematch markets.
14. Bets placed on events, the outcome of which was known at the time of placement, shall be settled at odds of 1. In the case of technical failures and unfinished streams, etc. bets on Cyber-Live will be refunded only if the event in question does not occur or bets on the event are not settled by the bookmaker.
15. Subject hereto, in the event of any disagreement between the customer and the bookmaker on any matter pertaining to the observance and fulfillment of a betting arrangement between the customer (contract party) and the bookmaker, including payouts, outcomes, odds and other material terms of the arrangement, as well as declaring such arrangement unconcluded or void, the parties agree that any disputes shall be settled by serving a complaint to the opposite party (pre-trial procedure). The party who feels that their rights have been infringed must submit a written claim to the other party within 10 days. Should the receiving party fail to consider a complaint within the established timeframe, a party claiming the violation of their rights shall be entitled to bring action to court, and the proper venue shall be a court in the country of the bookmaker's registered office, except for claims arising out of payment transactions which shall be submitted to the courts of Cyprus.
16. A complaint shall be served within 3 days of the day when the party became aware or should have become aware of the violation of their rights. Documents supporting and substantiating such complaint shall be enclosed. In default of sufficient grounds for the complaint, the same shall be returned without examination.
17. If an employee makes an error while accepting a bet (obvious misprints on the list of events, inconsistency of odds between offered betting markets and the bet, etc), or there is evidence of unfair competition, or a bet is accepted in violation of these Rules, or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void. Returns on such bets shall be paid at odds of 1.
18. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
19. Should these Rules be amended, customers shall be notified accordingly. Bets accepted after the specified date shall be subject to the amended Rules. Earlier bets shall remain unchanged.
20. No connection failure while receiving confirmation of a bet shall entail the cancellation of such bet.
21. Placing a bet acts as proof that the Customer agrees to and accepts these Betting Rules.
22. Bets shall be settled and winnings shall be determined based only on the results declared by the bookmaker. Any complaints about the results, date, and actual starting time of the event shall be considered together with official documents from the relevant sports federations.
23. Should the bettor commit fraud in respect to the bookmaker (such as the registration of multiple

accounts, the use of automated betting software, arbitrage betting, if the betting account is not used for betting, the improper use of loyalty schemes, etc.), the bookmaker reserves the right to stop such fraudulent actions by:

- bet cancellation;
- closure of the customer's account with the balance being refunded;
- filing a claim to a law-enforcement agency.

24. No complaint in connection with or arising from transliteration (or translation) of a team name, player's surname, or sports venue will be considered by the bookmaker. A tournament title is given for convenience only. No mistake in a tournament title shall result in a stake refund.

25. Each registered customer may have only one account. Customers may register only one account per family, address, e-mail address, IP address, credit/debit card, e-wallet or electronic payment method. Persons otherwise associated with a customer will not be allowed to register on the website.

26. No registered customer may be re-registered as a new customer (under a new name, with a new email address, etc.).

27. In the event of

- duplicate registration (including registration with a new name), submitting someone else's, outdated, false documents (including those that have been edited by using any software or graphic editors)
- multiple breaches of the T&C of the Betting Company
- doubts about the identity of the player or the information provided by the user (i.e. address, credit/debit card, other data)
- any types of fraud that may be committed by either you or other person acting in your

best interest or in collusion with you, and may include:

- a) refund or rake fraud
- b) using by you a stolen or unverified bank card as a source of funds
- c) any completed actions that may be considered illegal in any jurisdiction, committed intentionally or with the intention of deceiving and/or circumvent

constraints set in law regardless of whether this action or attempt ultimately causes loss or damage;

- when the bettor placed the bet, they had information on the result of the corresponding event;
- the bettor was able to influence the outcome due to their participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of participants;
- bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker as well as collusion with other persons in order to obtain an unfair advantage through bonus schemes or any other promotions offered by us;
- the bettor is suspected of using special software or hardware facilitating automated betting including but not limited to disorders, faults or errors in our software, using by you extraneous equipment and programs or analytical systems; including, but not limited to software that allows you to play without human intervention (for example, bots), etc.
- unfair means were used to obtain information or circumvent restrictions imposed by the bookmaker.

The bookmaker administration is entitled to request any documents from the bettor substantiating

their identity (for example, passport details, registered place of residence) or other submitted data at the bookmakers absolute discretion, as well as to cancel any payments until all such details are verified.

Verification may take up to 72 hours from the receipt of documents. The bookmaker administration reserves the right to conduct a video-conference as a part of the identity verification process or request for the documents to be sent by the post. The user gets the results within 5 working days after video call ends.

If it is proven that the submitted data is false, the bookmaker is entitled to cancel all bets and suspend all transactions for an indefinite period of time and proceed with full verification of the account. The bookmaker reserves the right to request any documents required for such verification.

28. If the Customer refuses to undergo verification, the administration reserves the right to void their bets (including bets placed from multiple accounts). Further, the administration reserves the right to take any reasonable measures, including but not limited to: block such an account and freeze the available funds until the account holder is established and ways to depositing funds are confirmed.

29. Upon completion of the investigation, the Bookmaker can make any decision on the basis of reasonableness and fairness:

- blocking (closure) of the account (including duplicate accounts), which may entail:
- all bonuses, free bets and winnings received from such bonuses and free bets when using this duplicate account will be void and lost by you;
- at our sole discretion, cancel all winnings and refund the balance of your account on the start of the investigation (minus canceled winnings) made from the main and duplicate accounts, and we also have the right to refund any amounts that must be returned to us in relation to this duplicate account, directly from any of your accounts (including any other duplicate account).
- At our sole discretion (in exceptional cases), allow the use of the main account and recognize it as valid, while all bets placed by you from the Duplicate account will be invalidated, the Duplicate account(s) will be blocked and / or canceled by decision of the company (the decision is made on the basis of the facts of violation, individually for each particular case).

30. The Customer shall be responsible for keeping their password and account number received at registration confidential. All bets registered with the bookmaker shall be valid. Bet cancellation shall be subject to these Rules. Should the Customer's login details come into the possession of a third party, the bookmaker should be informed, the Customer should change their username and password and their email password to stronger ones. You must not disclose any cash withdrawal codes or codes for changing your phone number to any third party.

31. The account holder confirms that any activities on the account are performed by themselves. If the account is managed by a third party, the account holder shall take exclusive responsibility for access to the account.

32. In no event shall the bookmaker FANSPORT be held liable to the Customer for any indirect, collateral, or incidental losses or damages (including loss of profit), even though they may have been notified that such losses or damages are likely to occur.

33. If an account is inactive for 3 months, the Company reserves the right to block it. To unblock an account, please contact our Security Team at security@fan-sport.com

34. The bookmaker reserves the right to update these Rules and add new provisions at any time. Such new rules or amendments shall take effect immediately after publication on the website.

35. It is customer`s responsibility to know the laws concerning online gambling in his or her country of domicile. Internet gambling may be illegal in the jurisdiction in which the customer is located; if so, such customer is not authorized to use his or her payment card to complete the transactions on this website.

36. Registration is prohibited for residents of Afghanistan, Albania, Algeria, Angola, Cambodia, Ecuador, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, South Korea, Sudan, Singapore, Syria, Spain, Taiwan, Uganda, the United Kingdom, Yemen, Zimbabwe, USA, Switzerland, Germany, Cyprus, Liechtenstein, Gibraltar, Turkey, Canada, Japan, Australia, Curacao, the Netherlands, France as well as residents of any other country where prohibited by local laws. This list is updated regularly. Before using the website, the Customer must make sure that they do not breach laws and regulations related to the gambling industry in their territory of residence. Gambling on the Internet is prohibited in some countries, and consequently gambling-related payments and money transfers may also be forbidden. We recommend that you consult lawyers before registering on our website. The Player acknowledges that some games may not be available in all countries.

37. Restricted/Regulated territories for NetEnt games

Restricted territories: Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania, Mexico, Portugal, Romania, Spain, Sweden, Switzerland, United Kingdom, United States of America.

Blacklisted Territories: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, Ecuador, Ethiopia, France, Ghana, Guyana, Hong Kong, Italy, Iran, Iraq, Israel, Kuwait, Latvia, Lithuania, Mexico, Namibia, Nicaragua, North Korea, Pakistan, Panama, Philippines, Portugal, Romania, Singapore, Spain, Sweden, Switzerland, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, United Kingdom, United States of America, Yemen, Zimbabwe.

Additional restricted territories for branded games:

In addition to the Blacklisted Territories set out above followed NetEnt Branded Games have some further restrictions: Planet of the Apes Video Slot is not permitted in the following countries: Azerbaijan, China, India, Malaysia, Qatar, Russia, Thailand, Turkey, Ukraine; Narcos Video Slot is not permitted in: Indonesia, South Korea

Vikings Video Slot is not permitted in: Azerbaijan, Cambodia, Canada, China, France, India, Indonesia, Laos, Malaysia, Myanmar, Papua New Guinea, Qatar, Russia, South Korea, Thailand, Turkey, Ukraine, United States of America. Street Fighter Video Slot is not permitted in the following countries:

Anguilla, Antigua & Barbuda, Argentina, Aruba, Barbados, Bahamas, Belize, Bermuda, Bolivia, Bonaire, Brazil, British Virgin Islands, Canada, Cayman Islands, China, Chile, Clipperton Island, Columbia, Costa Rica, Cuba, Curacao, Dominica, Dominican Republic, El Salvador, Greenland, Grenada, Guadeloupe, Guatemala, Guyana, Haiti, Honduras, Jamaica, Japan, Martinique, Mexico, Montserrat, Navassa Island, Paraguay, Peru, Puerto Rico, Saba, Saint Barthelemy, SaintEustatius, Saint Kitts and Nevis, Saint Lucia, Saint Maarten, Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, South Korea, Suriname, Turks and Caicos Islands, United States of America, Uruguay, US Virgin Islands, Venezuela.

Fashion TV Video Slot is not permitted in the following countries: Cuba, Jordan, Turkey, Saudi Arabia

Universal Monsters (Dracula, Creature from the Black Lagoon, Phantoms Curse and The Invisible Man), **can only be played** in the following territories: Andorra, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Georgia, Iceland, Liechtenstein, Moldova, Monaco, Montenegro, Norway, Russia, San Marino, Serbia, Ukraine, North Macedonia, Turkey, Austria, Cyprus, Finland, Germany, Greece, Hungary, Ireland, Luxembourg, Malta, Netherlands, Poland, Slovakia and Slovenia

2. Responsible Gaming

RESPONSIBLE GAMING

1. Gambling at an online casino should always be aimed at entertainment. However, there is a certain percentage of people who lose control over themselves while gambling. Before starting to play, it is important to realize that gambling shall never be viewed as a source of income or means spent at an online casino daily.
2. Gambling problems are associated with poor mental health and can manifest in depression, anxiety, and suicidal thoughts. They also have an adverse effect on family relationships, work, academic performance, and can lead to bankruptcy or crime. Gambling should be an enjoyable pastime and not a way to make money. Unfortunately, in some cases abuse of gambling can lead to problems. We take care of our customers and make every effort to provide a safe and reliable service which our customers can use without any damaging consequences.
3. Our company does not allow underage gambling (for persons under the age of 18). We do not advertise our products and services to minors or mentally vulnerable people. We guarantee that our advertising, sponsorship, and marketing activities do not contain any information aimed at attracting underage persons to the website.
4. Our company reserves the right to ask players for their age verification information and to suspend the player's account until he/she provides information that verifies appropriate age.
5. We regularly carry out checks to determine the age of our customers to guarantee that all our players have reached the legal age:
 - In some cases our checks cannot confirm the customer's age and we request the added information to confirm that the player has reached the legal age
 - Availability personal account may be limited and funds are frozen until we receive the necessary information and the fact that the player has reached the legal age
 - The legal age for betting and gambling is determined by laws of your country and is usually 18 years
 - Our customers should understand that they are the guarantors of their legal registration on fan-sport.com
6. To prevent underage individuals from logging into gambling sites as part of parental control or to enable self-exclusion when necessary. Our company recommends parents or guardians to install a reputable filtering software system, for example betblocker.org (free), or any alternative such as gamban.com (free trial).
7. Our advertising campaigns and ads do not mislead customers or misrepresent the services that we offer. Customers are informed about their chances of winnings and possible risks. Services are provided for payment, excessive spending is not encouraged. To test the level of your gambling addiction, please answer "Yes" or "No" to the questions below:
 - Is your spending out of control?
 - Do you typically borrow money or steal to continue gambling?
 - Have you been spending less time with your family and loved ones lately?
 - Have opinions of others about your activity on gambling sites started to irritate you?
 - Have you lost interest in your hobbies or usual leisure activities?
 - Are you feeling depressed or sometimes even think of suicide because of losing?

- Have you ever lied to cover up the amount of time or money that you have spent on gambling?

If you answered “Yes” to most of questions above, then is likely that you have a gambling problem.

In addition, you can visit <https://gamblersanonymous.org/20-questions/> for additional testing and further information on virtual and in person meetings around the world.

8. Here’s some tips you can control your gambling:

- Do not borrow money to gamble
- Decide on a loss budget before playing and stick to it
- Use self-limitation tools
- Stick to the thought that it is only a game
- Take frequent breaks or alternate gambling with other activities
- Don’t gamble when feeling bad, in stress or troubled

9. Self -Exclusion: when playing occasionally stops being fun, turns into daily obsession and you find yourself unable to stop, it is the operator’s duty to recommend activating a voluntary self-exclusion option.

10. We encourage you to contact our Support Team via email or chat and let us know you would like to stop using our website and all services for a certain period of time and stop receiving marketing or promotional materials from the operator and its affiliates.

11. Also, for customers who want to set limits on their gambling, we offer a voluntary self-exclusion service, which allows you to close your account or restrict your gambling activities for one of the following periods: 1 month, 6 months or 1 year. Once your account has been self-excluded, it will be closed until the selected time period has elapsed. Once the self-exclusion period has ended, you will be able to recommence your use of any Services on the website. You can request that the restrictions are removed from your account before the self-exclusion period has ended, however the final decision rests with the Company.

12. We encourage you to speak to a mental health professional at this point in order to gain control of your gambling habit or contact one of the problem gambling help centers, offering support and counseling such as Gambling Anonymous at www.gamblersanonymous.org.uk or Gambling Therapy at www.gamblingtherapy.org/

13. Being self-excluded means not being able to create a new gambling account with the Operator, wager or gamble on your pre-existing account and/or deposit funds. If you continue gambling or using a new Account under a different name or address, the Company shall have no financial liability and shall not be held accountable.

Problem gambling must be addressed immediately and we are here to offer our support, should you have questions or concerns.

Play Responsible!

3. Self-Exclusion

1. Before you engage in gambling/ betting activities, we would like to make sure you understand that any form of entertainment should not turn into an obsession, be regarded as a source of income or as a means to pay off debt. We recommend our current and prospective players to set a game-related budget and monitor how much money and time they spend on online games or sports betting and whether it has any negative impact on their life.
2. Should you find yourself struggling financially or emotionally, we suggest to take a break from gambling in order to distance yourself from the activity and cool off. However, there are some of us who tend to lose control easily and are at risk of developing a gambling addiction. In such a case a player should resort to more drastic measures and one of those measures constitutes requesting a voluntary Self-Exclusion facility for a certain period of time or indefinitely.
3. If you feel that the sense of control is slipping away from you, we invite you to reach out to our Customer Support Department immediately via email or chat and ask to self-exclude you from any gambling/betting activities for a certain period of time. Upon request, we will also take all reasonable steps to prevent any promotional or marketing materials from being sent to you.
4. In the meantime, we also encourage you to speak to a mental health professional in order to gain control of your gambling habit or contact one of the problem gambling help centers offering support and counseling, such as:
 - Gambling Anonymous at <https://www.gamblersanonymous.org.uk/>
 - Gambling Therapy at <https://www.gamblingtherapy.org/>
5. Being self-excluded means not being able to create a new gambling account with the operator, wager or gamble on your pre-existing account and/or deposit funds. The exclusion period can vary depending on your situation. You cannot shorten your exclusion period or amend its terms, once you enter self-exclusion period. When your self-exclusion period ends, we will notify you by email and your account will be reactivated shortly after that. The operator reserves the right to impose exclusion on a player who communicates erratically, shows signs of mental illness and exhibits excessive dependence on gambling, as per Customer Cares assessment and recommendations.
6. If you are unable to complete the automated process yourself, then you must contact Customer Support and request that they apply the self-exclusion for you and that you attempted the automated process and that you want us to manually self-exclude you please note that if you request assistance via email to self-exclude that this will not be instantaneous, and we will confirm once it has been done. Unless you state otherwise, the self-exclusion period will be set at six months. If you have any questions, then please contact Customer Support.
7. Setting Self-exclusion lets us know that we need to take all measures to block your access to your account and make sure that you receive no promotional materials.
8. We offer a self-exclusion facility to help you if you feel that your gambling is out of control, and you want assistance to help stop. At your request, we will prevent you from using your account for a specific period, as determined by you. We will also take reasonable steps to prevent the opening of new accounts. Once the period has lapsed, your account will be reopened
9. Self-Exclusion Limit. You can set a Self-Exclusion Limit for 1 month, 6 months, or 1 year. Upon doing so your Player Account will immediately be disabled and you will be excluded from all promotion a offers for the set period. You will not be able to deposit or withdraw funds when the limit is active. Upon its expiring, your account will not be automatically re-activated
10. Should you wish to cancel your self-exclusion before the expiration of the self-exclusion period, this will only be considered following an internal review. Any successful cancellation of a definite self-exclusion period will be applied after a minimum 24-hour cool-off period following your request.
11. Should you wish to undo the indefinite self-exclusion, you may contact our Customer Support

Team to request this. Any cancellation of an indefinite self-exclusion will only be applied after a 7-day waiting period has lapsed at which point your account will be reopened.

12. Upon activation of the self-exclusion, we will make every reasonable effort to ensure that you do not receive gambling-related material. However, we cannot be held liable for any third-party affiliate marketing that you may receive that we have no control over. Please remember that if you inadvertently receive marketing material and continue to gamble, or circumvent your agreement by, for example, continuing to gamble, opening and operating new accounts, we are under no obligation to return any deposits, winnings, or other funds in respect of such activities online.
13. The Operator reserves the right to impose exclusion on a player who communicates erratically, shows signs of mental illness and exhibits excessive dependence on gambling, as per Customer Carers assessment and recommendations.

4. Dispute Resolution

1. The Company treats all complaints and disputes very seriously and is fully committed to ensuring that all complaints and disputes dealt with a fair, transparent and timely manner.
2. Any Client who is not satisfied with the manner in which his or her complaint has been handled and/or who wishes to dispute the response provided by the Company, may refer the matter directly to the Customer Support by submitting an official complaint at any time ten days after the date on which the complaint arose. After 10 days, no complaints will be accepted.
3. Any Client who wishes to submit a direct complaint to the Customer Support Team, must provide a clear and unequivocal information about the complaint's identity and all relevant information that gave rise to the complaint.
4. All bet calculation for Cyber-Live games are accepted within 72 hours from the moment of game ending.
5. The Customer Support Team, undertakes to provide the Client to a full and detailed response regard with the complaint, within thirty (30) days from the date of submission of the complaint. However in cases, where the matter of the complaint is of complex nature and an in-depth investigation is required by the Customer Support Team, this may take longer. In addition, where the resolution depends on the Client to provide further information, the period of Thirty (30) days will be extended until all necessary information is submitted.
6. To ensure the client protection and best client care service the Company records and/or monitors all telephone conversations, emails and correspondence between the client and the Company.
7. In a disputable situation, when different results for the same event are posted by various sources, with their obvious mistakes, the final decision about the results determination for bets settlement is made by the Company. In disputable situations without precedents, the final decision is made by the Company.
8. The Company reserves the right to keep all information and personal data in relation to the client's complaint, to the extent that this is required or permitted by law. The Client has the right to access personal data held by the Company as provided in the Privacy Policy.
9. The Client should contact the Commissioner (Curacao license) when he/she believes the Company is in breach of the license. All disputes with the Company about a payout, a blocked account, a delay, broken features and so on, should first be taken up directly with the Company.
10. The Client who wishes to refer a complaint to the Commissioner can send it via email to the email address of the regulator. The Client has to validate the license, by clicking on the Curacao logo in the bottom of the website where he/she will find contact details of the regulator.

Arbitration: the parties agree that any dispute, controversy or claim arising out or in connection with the Terms and Conditions, or the breach, termination or invalidity thereof, shall be submitted to the exclusive jurisdiction of Curacao.

5. AML

ANTI-MONEY LAUNDERING/ COMBATING THE FINANCE OF TERRORISM

1. Anti-Money Laundering (hereinafter - the "AML Policy") is designated to prevent and mitigate all possible risks of the Company being involved in any kind of illegal activity.
2. The Company is fully committed to be constantly vigilant to prevent money laundering and combat the financing of terrorism in order to minimize and manage risks such as the risks to its reputational risk, legal risk and regulatory risk.
3. Money laundering means:
 - hiding or keeping privacy regarding the information about the real source, location, disposal, movement, ownership or other property rights related to property obtained as a result of illegal activity,
 - conversion, moving, obtaining, possession or use of property which was got as the result of criminal activity for the purpose of concealing the illicit source of such property or assisting persons involved in crime to avoid legal consequences of their actions,
 - a situation in which the property was obtained as a result of criminal activity committed on the territory of another state.
4. In order to prevent the infiltration of criminal capital into the economy of the state, many countries fight against money laundering and the terrorism financing.
5. The company applies internal laws and regulations and special measures to help international organizations in combating money laundering and the terrorism financing around the world.
6. When you open an account, you agree to undertake the following obligations:
 - You agree that you comply with all applicable laws and regulations on combating money laundering and terrorism financing, including the AML Policy.
 - You confirm that you have no information or any suspicions about the fact that funds used for depositing in the past, present or future, are received from any illegal source, or have any relation to legalization of income obtained illegally, or other unlawful activity prohibited by applicable law or the instructions of any international organizations;
 - You agree to immediately provide any information we think fit to require according to applicable laws and regulatory requirements in respect of combating the legalization of funds obtained illegally.
7. The company collects and keeps the passport or other ID of the User, and reports on all changes made in the account; Upon the request of the Company additional documents must be provided. Also The Company reserves the right to request additional documentation if it deems necessary upon times in order to complete their AML checks and compliance standards. In certain cases, the Company may also require notarized copies of documents from the User.
8. The company monitors any suspicious activity on the User's account, as well as operations carried out under special conditions;
9. The company has the right to ban the User at any time, if the Company has grounds for supposing that this operation has any relation to money laundering and criminal activity. In accordance with international law the Company is not obliged to inform the User about his suspicious activity and let him know that it has been passed to relevant authorities.
10. In accordance with the internal AML procedures the Company performs initial and ongoing personal identity verification procedures as provided by the level of risk of each User.
11. The company will ask you to provide the minimal information to confirm your identity.
12. The company will record and preserve all data and ID, as well as which methods of confirmation have been used and the results of verification procedures.
13. The company will check your personal data to match the list of persons suspected of terrorism, which is formed by the authorized state and independent authorities. A minimum set of identification data includes: the User's full name; date of birth (for individuals); residential

address or registered address of the User;

14. sources of funds that you plan to Deposit into the account.

15. To verify and confirm the authenticity of the above-mentioned data, the Company may require the following documents:

- passport or identification card, or other document equivalent that meets the following requirements: contains the name, date of birth and a photograph of the document holder;
- issued by the national public authorities, a recently obtained receipt for the payment of utility bills (not older than 3 months) or other documents confirming the address of the User

16. The Company is obliged to share information about the Client with financial institutions and law enforcement agencies, as required by the applicable laws, and has the right to do so without obtaining prior consent. By using the Website, the Client gives the Company his/her consent to perform these actions. In compliance with this paragraph, the Company holds all information about the Client and his/her betting history, payment transactions for at least five years.

- The Client undertakes to respect the legal norms, including international norms that aim to combat illegal money transfers, financial fraud, money laundering and legalization of funds obtained by illegal means.
- The Client undertakes to make every effort to avoid direct or indirect complicity in illegal financial activities and any other illegal transactions using the Website.
- The Client guarantees the legal origin, legal ownership and the right to use the funds deposited to their account.

If evidence of suspicious transactions is discovered on the Client's account, cash deposits from questionable sources (for example, when details of the sender and the account holder do not match) and/or any actions with signs of fraud (including any refunds or cancellation of payments), the Company reserves the right to conduct an internal investigation, block or close the Client's account, cancel any payments and suspend operations on the account until the end of the official investigation. When making a decision the Company is guided by the provisions of the applicable la

17. The Company is obliged to exercise extensive scrutiny to Clients classified as a high-risk jurisdiction.

The Company's refusal to perform transactions which are considered by the Company as suspicious (including the blocking or closing of the Client's account) does not constitute to be a ground for civil liability of the Company for failure to fulfil obligations to the Client.

18. The Company is not obliged to inform Clients or other individuals about measures taken to counter the legalization (laundering) of proceeds from crime and terrorist financing.

19. This anti-money laundering policy is an integral part of the Client Agreement governing the terms by which the Client opens an account on the Website.

6. Fairness & RNG Testing Methods

FAIRNESS & RNG TESTING METHODS

Online gambling should be fair. And while this requires players to behave honestly and without malicious intent, it is the responsibility of casinos to take all necessary measures to ensure that players can enjoy the game in fair and safe conditions.

DEFINITION OF FAIR CASINOS

1. A “fair casino” is an online casino that:
 - pays out all legitimate winnings;
 - does not include unfair terms in its terms and conditions;
 - does not resort to deceptive practices to cheat players;
 - prevents access from restricted countries (does not allow players from certain countries to create an account or play) and only grants bonuses to those players who can use them.
2. Even casinos with fair rules and a good approach to gambling can engage in dubious practices for players. In some cases, players may ignore certain rules and inadvertently break them, even though the rules are fair in opinion. That is why casinos should ensure compliance with all rules using technological means to prevent players from unintentionally getting into trouble.

DEFINITION OF FAIR AND SAFE CASINOS

1. Fair and safe casinos like Fan-Sport.com operated by INTERACTIVE BETTING N.V. are those that meet all the criteria of “fair and safe casinos” and have also implemented measures that prevent players from accidentally breaking the rules or doing something that harms their own interests.
2. Therefore, “fair and safe casinos” should prevent players from violating the general terms and conditions, bonus terms and conditions, or any other rules that could jeopardize the money they have in their account. In particular, “fair and safe” casinos should:
 - ensure compliance with maximum bet amount limitations, restricted games, and other bonus conditions;
 - warn players that they are about to do something that could be detrimental to them (such as accepting a bonus that could void the winnings of the previous bonus);
 - check for multiple accounts when creating an account (we suggest checking the database for a combination of the new player’s name and date of birth and displaying a warning if any results are found; we will discuss this in more detail below).
3. Fair casinos Fan-Sport.com operated by INTERACTIVE BETTING N.V. works only with trusted software providers in the field of gambling.
Except for LIVE casino games, to ensure the integrity of our casino games, a Random Number Generator (RNG) is always used to determine the random outcome of such games.
Sophisticated software, which operates separately from the gambling site’s web servers, uses code to generate random numbers so that there is equal probability of losing or winning.
4. This is a standard industry system that ensures consistently random results which have also been extensively tested by running and analyzing thousands of game rounds. The randomness of the RNG provides a credible and fair gaming environment.
We cooperate with gambling regulatory authorities and online gambling licensing organizations with the intent of ensuring our compliance with the legislation of relevant jurisdictions.

7. KYC Policies

KYC POLICIES

1. Company will implement a FULL 'Know Your Customer' policy. This will assist in tackling not just Money Laundering threats but other fraud threats generally. Customers will be advised at registration and generally on the supporting non-transactional website that Company will utilize online verification tools and that in instances where we are not able to satisfy criteria, ID and address verification documents will be requested.
2. The Company has a list of documents which must be provided by the Customer for the purpose of identity verification, namely: using a valid official identification document which includes a photograph of the holder: driving license; identity card; travel-document or passport; any other document designated by the Ministry of Finance of Curacao. Upon the request of the Company the verification of the residential address may be carried out based on the following documents: valid official identity document; recent utility bill; recent account statement or reference letter issued by a credit institution/financial institution; correspondence from a central or local government authority, department or agency; any other documents issued by independent agency. The verification process also involves mandatory confirmation of the Customer's phone number. The Company reserves the right to request additional documentation if it deems necessary upon times in order to complete their AML checks and compliance standards
3. In some cases we require additional proof - proof of funds (to make sure player uses his/her own money when gamble at our site).
4. The documents quoted hereinabove can be requested when player reaches certain sum of deposit/withdrawal and when we suspect player in fraudulent activity.
5. We also check player bets for to check on possible violations. In case we are not sure about the legality of the winning credited we contact provider and check those bets with them.
6. Verification criteria for identity document: information that should be indicated on ID: name, photograph, date of birth, citizenship. These data completely coincide with the data in player's profile; the document is valid.
7. We check documents for any signs of editing, if necessary request selfie with ID to make sure the document belongs to the exact person who registered on the website.
8. In case we have strong suspicions and unsure whether the document is valid or not we contact anti-fraud department via email.
9. If evidence of suspicious transactions is discovered on the Customer's account, cash deposits from questionable sources (for example, when details of the sender and the account holder do not match) and/or any actions with signs of fraud (including any refunds or cancellation of payments), the Company reserves the right to conduct an internal investigation, block or close the Customer's account, cancel any payments and suspend operations on the account until the end of the official investigation. When making a decision the Company is guided by the provisions of the applicable law.
10. The Company has the right to request additional information about the Customer if the withdrawal method is different from the deposit method. The Company also reserves the right to block the Customer's account during the investigation if the Customer refuses to provide additional information as requested by the Company.
11. In the course of investigation, the Company has the right to request additional copies of the Customer's identity confirmation documents and copies of bank cards used to top up the account, copies of payment documents and other documents confirming the lawful possession and legal origin of the funds. The Company also has the right to request the original documents.
12. The Company is obliged to exercise extensive scrutiny to Customers classified as a high-risk jurisdiction.

13. The Company's refusal or withholding to perform transactions which are considered by the Company as suspicious (including the blocking or closing of the Customer's account) does not constitute to be a ground for civil liability of the Company for failure to fulfil obligations to the Customer.

8. Privacy Policy & Management of Personal Data

PRIVACY & MANAGEMENT OF PERSONAL DATA

The FANSPORT management team and its employees take the safety of your personal data and general confidentiality very seriously.

We are committed to improving the transparency of how we use and protect your data. We have included changes to this Privacy Policy to comply with the standards of the General Data Protection Regulation (GDPR).

This Privacy Policy sets out our data processing methods and your options concerning how your personal information is used.

FANSPORT understands and takes responsibility for providing you, our customers, with clear information about how we use cookies, and we guarantee that people using our website can make the right choice.

If you have any requests, questions, or suggestions regarding your personal data or any general questions regarding methods of processing and using the services that are provided to you, please contact us at support@fan-sport.com

We also kindly ask that you send detailed information to support@fan-sport.com about any pages on our website where you are concerned about the use of cookies.

PRIVACY

FANSPORT undertakes to protect your personal data.

This Privacy Policy explains what information we collect when our services are used, why we collect this information, and how we use it.

Please note this Privacy Policy will be agreed between you and FANSPORT (hereinafter "We", "Us" or "Our", if applicable).

We may periodically make changes to this Privacy Policy and notify you of these changes by publishing the modified terms on our platforms.

We recommend that you review this Privacy Policy regularly.

RIGHTS OF THE PERSONAL DATA SUBJECT

The processing of your personal data starts only after you have clearly expressed the approval that establishes and confirms freely given, explicit, informed, and unambiguous expression of your consent to the processing of your personal data (hereinafter "Consent").

The Consent you give us freely, voluntarily and in your interest is explicit, informed, and conscious. Your consent to the processing of personal data may be given to us by you or your representative in any form that allows to confirm that it was received, namely:

IN WRITING

In this event the Consent should contain the following information:

- surname, first name, patronymic (if applicable), address of the subject of personal data, number of the main identification document, document issue date and the issuing authority, or surname, first name, patronymic, address of the representative of the personal data subject, the number, issue date, and issuing authority of their main identification document, the requisites of the notarized power of attorney or other document confirming the authority of that representative (upon receipt of the consent from the representative of the personal data subject)

- the postal address of FANSPORT receiving the consent of the personal data subject
- the purposes of processing the personal data
- a list of the personal data, for the processing of which the consent of the subject of personal data is given
- the name and address of the person (legal entity) that is processing the personal data on behalf of FANSPORT ,if the processing is delegated to such person (entity)
- a list of actions on personal data to which the consent is given; general overview of the personal data processing methods
- the period during which the consent of the subject of personal data is valid, as well as the method of its withdrawal
- the signature of the personal data subject

BY WAY OF IMPLICATIVE ACTIONS OF a personal data subject which express their will to establish a legal relationship with FANSPORT, not in the form of an oral or written expression of their will, but by their behavior, from which such intention can be concluded (for example, registration on the website, registration to services, execution of monetary transactions into their personal account obtained through registration on the website, which is a condition for participating in betting in accordance with the Terms and Conditions of FANSPORT, registration of bets through their personal account and receipt of winnings through their personal account, compliance with the rules established by the gambling operator, etc.).

FANSPORT does not require your Consent to process your personal data in the following cases:

- where the processing of personal data is necessary to achieve the objectives provided for by international treaties or laws of local jurisdictions, for the performance and discharge of the functions, powers, and duties conferred by law;
- where processing of personal data is necessary for the administration of justice, the execution of a court decision or a decision by another legal body or an official subject to execution in accordance with local laws;
- where processing of personal data is necessary to protect the life, health, or other vital interests of the subject of personal data if obtaining their consent is not possible;
- where processing of personal data is necessary for the purposes of exercising the rights and legitimate interests of FANSPORT or third parties, or for the achievement of socially significant purposes, provided that this does not violate the rights and freedoms of your personal data;
- where processing of personal data is carried out for statistical or other research purposes, subject to obligatory anonymization of your personal data, except when personal data is processed for marketing purposes;
- where access to the personal data that is being processed has been provided by you to an unlimited number of persons;
- where personal data that is being processed is subject to publication or mandatory disclosure in accordance with the laws of local jurisdictions.

The company shall only obtain, store and process the data of individuals who are customers of the company.

The company has the right to unilaterally refuse to store, provide or process any personal data belonging to a customer without offering a reason.

The procedures for the withdrawal of your consent to the processing of your personal data, obtaining information about the availability of your personal data in FANSPORT, and clarifying, blocking, and destroying your personal data which FANSPORT holds on request are governed by the "General Data Protection Regulation" (GDPR) and are carried out by us in full.

OBJECTIVES OF INFORMATION COLLECTION

We collect and process information that can be used for personal identification purposes, including, but not limited to, first name and surname, date of birth, credit card details, home or other address, e-mail address, telephone number or other appropriate Personal information (hereinafter "Information").

You may be asked to provide personal information when using our website, registering an account or using our services.

The personal information we collect may include such information as:

- contact details (including phone number, e-mail address)
- information on residency (your geographic postal address)
- payment information
- transaction history
- preferences when using the website
- feedback on Services

This information is collected, processed, and stored by us on servers, according to the requirements of the legislation of your state.

When you interact with services, our servers store your unique activity log, which collects certain administrative and traffic information, including:

- source IP address
- access time
- date of access
- visited web pages
- language used
- software crash reports
- type of browser used

This information is needed to ensure we provide services of the highest quality.

We never collect personal information about you without your knowledge.

MEANS OF GATHERING AND PROCESSING DATA

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the site.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers. In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and thirdparty e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state

THE USE OF DATA

We use the personal information that you provide to us to deliver our Services, to provide customer support, to ensure the necessary security, for the identity verification and checks, to process any of your online transactions, as well as to assist your participation in third-party promotions, that meet certain business conditions, and for any other purposes related to the operation of our gaming Services.

Therefore, during the provision of our services we may share your personal information with our carefully selected partners (including any other parties that have arrangements with you about the sharing of your data).

Your personal information may also be used by us to provide you with:

- promotional offers and information about our products and services
- promotional offers and information about our partners' products and services, in order to enlarge the range of products provided to you and improve our customer service

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the site.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.

In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and thirdparty e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state

INFORMATION DISCLOSURE

We do not disclose your Personal Information to companies, organizations or individuals not associated with FANSPORT

We may disclose your Personal Information to companies, organizations or individuals not associated with FANSPORT if you have given us consent to these actions.

We may disclose your Personal Information if required to do so by applicable law, or if we believe in good faith that such actions are necessary to:

- comply with any legal issue or process that concerns us, any of our websites or services or in circumstances where we are essentially bound by legal obligation
- protect our rights or property
- protect the personal safety of our service users or the public If, in our opinion and sole determination, you are found to have deceived us or attempted to deceive us, or any other service user in any way including but not limited to:
 - game tampering
 - payment fraud

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the site.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.

In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and thirdparty e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state

ACCESS

- You may 'opt out' of receiving any promotional communications either:
- by choosing to opt out via your account settings available on our sites or through our services
- in response to a promotional email you receive from us
- at any time by sending an e-mail, or by writing to our Customer Services In addition, you may contact us at any time if you:
- want to find out what of your personal information we collect, process, and store, and also from which sources we have obtained it
- want to confirm the accuracy of the personal information we have collected about you
- would like to update your personal information; and/or
- have any complaint regarding our use of your Personal Information

If required, we will update any information you have provided to us, given that you prove the necessity for such changes and verify your identity.

For the avoidance of doubt, nothing in this Privacy Policy shall allow us to retain your Personal Information if we are required to provide it by the law of your country.

COOKIES

INFORMATION STORED ON YOUR DEVICE

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the site.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.

In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and thirdparty e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state

STRICTLY NECESSARY COOKIES

Strictly necessary cookies are used to allow users to navigate the website and use its features, such as accessing secure areas of the website or making financial transactions. Without these cookies, you would not be able to use our websites efficiently.

THE REGISTRATION PROCESS

These cookies will hold information collected during your registration and will allow us to recognize you as a customer and provide you with the services you require. We may also use this data to better understand your online interests and preferences and to constantly enhance your visits to our platforms and use of our services.

OUR WEBSITE

We use cookies to collect information for visitors to our website. Our servers use three different types of cookies:

- 'Session-based' cookies: This type of cookie is only allocated to your computer for the duration of your visit to our website. A session-based cookie helps you navigate our website faster and, if you are a registered customer, allows us to give you information that is more relevant to you. This cookie automatically expires when you close your browser.
- 'Persistent' cookies: This type of cookie will remain on your computer for a set period of time for each cookie. Flash cookies are also persistent.
- 'Analytical' cookies: This type of cookie allows us to recognize and count the number of visitors to our site and see how visitors use our services. This helps us improve the way our sites work, for example, by ensuring you can log in and find what you are looking for easily. You make a decision and you always have a choice of whether to accept or decline cookies. Most web browsers automatically accept cookies, but, if you prefer, you can modify your browser settings to keep control over your cookies.

You can use your web browser to:

- delete all cookies;
- block all cookies;
- allow all cookies;
- block third-party cookies;
- clear all cookies when the browser is closed;
- open a "private browsing"/"incognito" session that allows you to browse the Internet without storing data locally;
- install add-ons and plug-ins to extend browser options.

Where can I find information about managing cookies?

- Information about cookies in Internet Explorer
- Information about cookies in Chrome
- Information about cookies in Firefox
- Information about cookies in Safari
- Information about cookies in Opera

For more information on how to manage cookies through your web browser, please visit www.aboutcookies.org.

You will get access to instructions for deleting and controlling cookies.

We warn you that we are not responsible for the content of external websites, and by disabling cookies you will not be able to use all the features of our website.

FLASH COOKIES

You can modify your Flash Player settings to prevent the use of flash cookies. The settings manager of your Flash Player allows you to manage your preferences.

If you choose to decline all cookies in the browser, unfortunately you will not be able to use some of the features and services on our websites, and some services will not work correctly, for example, we will not be able to save your chosen interface language.

CONSENT TO USE OF ELECTRONIC SERVICE PROVIDERS

In order to play real money games on our services, you will be required to transfer money to and receive money from us. To facilitate such services we may use third-party electronic payment systems to process the required financial transactions.

By agreeing to and accepting this Privacy Policy, you expressly and voluntarily consent to the transfer to third parties of your personal information which is necessary for the processing and completion of monetary transactions including, when necessary, to the transfer of your personal information outside of your country.

We take steps to ensure that your privacy is protected when using third party payment systems.

CONSENT TO SECURITY REVIEWS

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the site.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.

In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and thirdparty e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state

SECURITY

We understand the importance of providing security and the methods needed to secure the confidentiality, integrity, and accessibility of information. We store all personal information we receive directly from you in an encrypted and password-protected database stored within our secure network behind active up-to-date firewall software.

We also take measures to ensure our subsidiaries, as an independent representative, partners, affiliates, and suppliers employ adequate security measures.

However, sending information via the internet is usually not completely secure, and we cannot guarantee the security of your data while it is being sent.

ANY DATA, WHICH YOU SEND, IS SENT AT YOUR OWN RISK.

FANSPORT has all security procedures and features in place to protect your data after it is received.

PROTECTION OF MINORS

Our services are not intended for persons under the age of eighteen (18) or the lawful age in their respective jurisdiction.

Any person who provides their information to us through any part of the services confirms to us that they are eighteen (18) years of age (or the lawful age in their respective jurisdiction) or older.

It is our policy to uncover attempts by minors to access our services which may require an additional security review.

If we become aware that a minor has attempted to or has submitted personal information via our services, we will not accept their information and will take all steps to purge the information from our records.

LEGAL DISCLAIMER

We are not responsible for events beyond our direct control.

Due to the complex and ever-changing nature of our technologies and business, we provide comprehensive, but we do not guarantee an error-free, operation regarding the confidentiality of your personal information when you visit other websites using links located on our website. Websites that are beyond our control, and especially not covered by this Privacy Policy, should provide you with an opportunity to familiarize yourself with their security policies. If you visit other websites, you should be aware that the operators of these websites can collect your personal information, which they will use in accordance with their privacy policy, which will differ from ours.

Be careful.

We do not guarantee the security of your data, while it is being transmitted through channels of communication.

ANY DATA, WHICH YOU SEND, IS SENT AT YOUR OWN RISK.

We are also not responsible for any direct or indirect damage arising from the unlawful use or theft of your Personal Information.

CONSENT TO PRIVACY POLICY

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the site.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.

In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and thirdparty e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state

We recommend that you revisit this Privacy Policy regularly.

CHANGES TO OUR PRIVACY POLICY

Any changes we may make to our Privacy Policy in the future will be posted on this page and any such changes will become effective upon posting of the revised Privacy Policy.

9. Account, Pay-outs and Bonuses

ACCOUNTS, PAYOUTS & BONUSES

1. Each registered customer is allowed to have only one account. Customers are allowed to register only one account per family, address, e-mail address, IP address, credit/debit card, ewallet or electronic payment method. Persons otherwise associated with a customer will not be allowed to register on the website.
2. No registered customer is allowed to be re-registered as a new customer (under a new name, with a new email address, etc.).
3. In the event of
 - duplicate registration (including registering under a new name), the submission of someone else's, invalid, or forged documents (including those that have been edited by using any kind of software or graphic editor)
 - multiple breaches of the Betting Company's T&C
 - doubts about the identity of the customer or the information they have provided (i.e. address, credit/debit card details, other data)
 - any types of fraud committed either by you or by another person acting in your interests or in collusion with you, including but not limited to:
 - refund or rake fraud
 - your use of a stolen or unverified bank card as a source of funds
 - any actions you have carried out or attempted to carry out which may reasonably be considered illegal in any applicable jurisdiction, which were committed deliberately or with the intention to deceive and/or circumvent constraints set in law regardless of whether this action or attempt ultimately causes loss or damage to your account when the customer placed the bet, they had information about the result of that event
 - the customer was able to influence the outcome of an event due to their direct participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of the participants
 - bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker, as well as colluding with others in order to obtain an unfair advantage through bonus schemes or any other promotions offered by us
 - the bettor is suspected of using special software or hardware which facilitate automated betting, including but not limited to the use of glitches, faults or errors in our software in connection with the Services we offer (including betting); your use of rogue equipment and programs or analytical systems, including but not limited to software that allows you to place bets without human intervention (for example, bots), etc.
 - unfair means of any kind were used to obtain information or circumvent restrictions imposed by the company.
4. The company's management is entitled to request at their discretion any documents from the bettor substantiating their identity or other data they have provided (for example, passport details, residential address), as well as to cancel any payments until all such details have been verified.
5. The company's management reserves the right to conduct a video conference as a part of the identity verification process, and/or request for the documents to be sent by post. Verification may take up to 72 hours from the receipt of the documents. The outcome of the video conference can be provided to the customer within 5 working days after a video conference takes place. If it is proven that the data that was provided is not valid, the company is entitled to take any reasonable measures including but not limited to cancelling all bets and suspending

- all transactions for the duration of their investigation, and to proceed with full verification of the account once any documents required for the verification procedure have been requested.
6. If the customer refuses to undergo verification, the company reserves the right to void their bets (including bets placed from duplicate accounts). Furthermore, the management reserves the right to take any reasonable measures, including but not limited to blocking the account and freezing the available funds until the account holder is established and their deposit methods have been confirmed.
 7. Upon completion of the investigation, the company can make any decision that it deems to be fair and reasonable:
 - to block (close) the account (including any duplicate accounts), which may entail:
 - all bonuses, free bets and winnings received from those bonuses and free bets when using this duplicate account becoming void and lost to you
 - at our sole discretion, to cancel all winnings and refund the balance of your account at the start of the investigation (minus any canceled winnings) made from your main and duplicate accounts. We also have the right to refund any amounts that are owed to us in connection with this duplicate account,
 - directly from any of your accounts (including any other duplicate account).
 8. At our sole discretion (in exceptional cases), to allow the continued use of the main account and recognize it as valid, while all bets placed by you from the duplicate account will be void, the duplicate account(s) will be blocked and/or canceled by decision of the company (the decision is made for each particular case individually, according to the extent of the violation).
 9. The Customer shall be responsible for keeping their password and account number received at registration confidential. All bets registered with the bookmaker shall be valid. Bet cancellation shall be subject to these Rules. Should the Customer's login details come into the possession of a third party, the bookmaker should be informed, the Customer should change their username and password and their email password to stronger ones. You must not disclose any cash withdrawal codes or codes for changing your phone number to any third party.
 10. The account holder confirms that any activities on the account are performed by themselves. If the account is managed by a third party, the account holder shall take exclusive responsibility for access to the account.
 11. If an account is inactive for 3 months, the Company reserves the right to block it. To unblock an account, please contact our Security Team at support@fan-sport.com

DEPOSITS AND PAYOUTS

1. There are various ways of depositing and withdrawing funds from the Customer's account. All deposit and withdrawal methods can be found in the "Payments" section.
2. All withdrawal requests are processed 24/7.
3. Our company is entitled to:
 - decline cash withdrawal requests if deposits were made through e-payment systems.
 - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Customer must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1) Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit.
 - refuse any withdrawal if the betting account is misused. In this case your account must be verified before withdrawal can take place.
4. The FANSPORT Security Service does not recommend Customers: - deposit and withdraw funds without placing bets;
5. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use different methods to make a deposit, withdrawals should be

proportionate to the deposits made using any particular method.

6. FANSPORT may refuse withdrawals via payment systems or in cash and offer a bank transfer as a substitute.
7. ATTENTION! Our administration does not recommend making deposits and withdrawing funds using someone else's electronic wallet.
8. In certain circumstances and in respect to certain customers we may decide not to reimburse service charges imposed by payment systems on deposits or withdrawals, which FANSPORT usually reimburses.
9. In certain cases, the company has the right to unilaterally initiate the verification procedure of a customer's payments and request additional information from the payment system.

BONUSES

1. This section covers the bonus programs offered by the betting company.
2. The bonus is only available to registered customers.
3. All of the personal data fields in the customer's account must be filled in.
4. The Player is not allowed to perform any fraudulent actions while playing with an active bonus in order to fulfil the requirements to wager the bonus, we reserve the right to cancel Players's winnings.
5. The company reserves the right to review customers' transaction records and logs for any reason. If, upon such review, it appears that a customer or customers are participating in strategies that the company, at its sole discretion, deems to be abusive, the company reserves the right to revoke the entitlement of such customers to the promotion and void the bonus.
6. Only one bonus is allowed per customer, family, address, shared computer, shared IP address, and any identical account details including email address, bank account details, credit card information and payment system account. Any abuse of the bonus offer will lead to the closure of the account in question.
7. The customer must provide identification documents, if necessary, to confirm their identity (KYC). Failure to produce these documents when requested by the Security team will result in the forfeiture of any bonuses/winnings. The company reserves the right to request, at any time, that the customer provide photographic evidence of themselves holding their ID (the customer's face must be clearly visible in the photo) or complete identity verification via telephone.
8. If the company discovers evidence of a bonus offer being abused, it reserves the right to take the following measures against the offending customer: cancel all current bonuses and bonus winnings, and block the customer's account.
9. The company reserves the right to alter the terms of a bonus offer, or to suspend or terminate it at any time.

9.1. CRYPTOCURRENCY TRANSACTIONS POLICY

Accepted Currencies and Wallets

1. Only cryptocurrencies and blockchain networks explicitly listed on the Company's payment page are accepted. Transactions from unsupported wallets or tokens may be rejected or lost, and the Company bears no responsibility for such cases.

Deposit and Withdrawal Rules

2. All crypto deposits must be confirmed by the relevant blockchain with a sufficient number of

confirmations before being credited to the Customer's account.

3. Cryptocurrency withdrawals are processed only to verified wallets. The Company may require identity verification and proof of wallet ownership prior to withdrawal.

4. The Company reserves the right to convert cryptocurrency holdings into fiat currency or stablecoins for operational or regulatory reasons, with prior notice to the Customer where feasible.

Risk Disclosure and Compliance

5. You acknowledge the high volatility and irreversibility of cryptocurrency transactions. The Company is not liable for losses resulting from market fluctuations.

6. To ensure compliance with applicable regulations, all cryptocurrency transactions are subject to standard Anti-Money Laundering (AML) screening. In certain cases, transactions that appear unusual or exceed predefined thresholds may require additional verification and may take longer to process as part of routine compliance procedures.

10. General betting rules

The bookmaker accepts bets based on a list of betting markets with odds that reflect the perceived probability of each outcome.

1. The minimum stake on any single selection is \$0.30/€0.20.
2. The maximum stake is determined by the bookmaker for each selection separately. Maximum stake limits vary by sport and event. Whenever an accumulator (system) bet comprises several legs with different stake limits, the lowest maximum stake limit shall apply.
3. The maximum win for a single bet is 50,000 euros (or equivalent in other currencies).
4. The company reserves the right to limit the maximum stake and odds on specific markets as well as to limit or increase the maximum stake and odds, and to impose any other restrictions on individual customers without notice or providing a reason.
5. The bookmaker reserves the right to declare correctly predicted multiple bets (bets on the same outcome or combination of outcomes though with different odds) void. Such bets shall be settled at odds of 1.00 if the total amount of these stakes exceeds the maximum stake limits set by the bookmaker.
6. A bet is considered to be accepted after its registration on the server and its online confirmation. Registered bets may not be altered or revoked.
7. Bets are only accepted in amounts not exceeding the current balance on the customer's account. Once a bet has been registered, the stake is debited from the account. After bets have been settled, the return is credited to the customer's account.
8. Bets are accepted before the start of the event; the relevant date, starting time, and commentary shown in the Sports section are indicative. Any bet placed after the event has started for any reason will be deemed void, except for in-play (live) bets, which are bets made while an event is taking place. Such bets shall be deemed valid until the end of the match.
9. SPORTS and LIVE bets may not be changed or deleted except for the certain cases described in paragraphs 10-14.
10. If a single bet is canceled, the relevant stake is refunded. In accumulators and system bets, when any leg or legs are canceled, such legs shall be excluded from the bet settlement.
11. If bets are settled incorrectly (e.g. the results were entered by mistake), such bets shall be recalculated. However, bets placed in the period between the erroneous settlement and recalculation shall be deemed valid. In the event the bettor's account proves to be negative after such recalculation, no bets may be placed until the bettor has made a sufficient deposit.
12. No sports event shall be deemed rescheduled or canceled unless the same is announced in official documents issued by the event organizer, on official websites of sports federations, on websites of sports clubs, or by other sources of sports information. Events indicated in the Sports section shall be adjusted accordingly.
13. A bet shall be canceled should the customer deliberately mislead the staff (bookmaker employees) by submitting false data and requests pertaining to betting, payouts, results of the event, or any other details or requests of such nature. This rule shall also apply to minors (individuals under 18 years of age) and their parents.
14. A bet shall be canceled if it has been placed on a known outcome (an event has finished, but the results have not been updated).
15. **The "Simultaneous finish"** rule is the outcome in which there is more than one winner of the event, tournament, championship etc. Should two winners be announced then stake amount is divided into 2 while calculating bets. Should three or more winners be announced then bets will be settled with odds equal to "1". This rule does not apply to the markets "To be higher"/ "Match-up".
16. The mercy rule ends a game before the designated time because one of the teams has a huge goal, points, etc. advantage over the other after reaching a certain score. The actual points

differential required for the mercy rule to be applied is set by the Organizer for each competition.

17. SP (Starting Price) – starting odds. This term refers to the odds at the start of a race, which are calculated by averaging the odds offered by the organizers of a competition before the race begins. If a competitor is withdrawn before the start of an event or does not take part in a race (in accordance with the relevant official tournament protocol) and a new SP market isn't formed, all bets placed on this competitor will be void (settled at odds of 1.00).
18. Bets on regional championships (football, futsal, hockey, etc.) are settled within 10 days from the publication of the results on official websites thereof. You can find the list of official websites in the section "Main Sources of Information". If one of the teams does not show up, all bets shall be settled at odds of 1 (refund). In this event the non-participant forfeits the game.
19. Accepted abbreviations for events:
 1. CK - corner kicks
 2. ACE - aces
 3. SO - sendings-off
 4. PT - penalty time
 5. YC - yellow cards
 6. YRC - cards (yellow and red cards)
 7. MS - misses
 8. SOT - shots on target
 9. OFF - offsides
 10. F - fouls
 11. SOG - shots on goal
 12. EB - extra bets
 13. S - series
 14. FT - scored free throws
 15. 2P - scored 2-point field goals
 16. 3P - scored 3-point field goals
 17. R - rebounds
 18. AST - assists
 19. TOV - turnovers
 20. BLK - blocks
 21. DF - double faults
 22. PC - hitting a post or crossbar
 23. BS - blocked shots
 24. C - checking
 25. I - icing
 26. WF - winning face-off

10.1. Bet slip sale

The Company offers a "Bet slip sale"; feature. If a customer does not want to wait until their bet has been settled, they can sell the bet slip back to the company in part or in full and get money in their account immediately. The service is available in "My Account – Bet History" or in the "My Bets" tab on the bet slip.

The customer can choose between a full or a partial sale in the bet slip sale dialog window. In this window, the customer can choose the part of their stake they want returned to their gaming account. The remaining part of the stake will stay on their bet slip and will be taken into account when the bet is settled. The amounts are confirmed by pressing the "Sell" button.

The minimum and maximum amounts the customer can get back into their account are determined on a case-by-case basis, dependent on the specific bet placed. In some cases the customer can only sell the bet slip in full. In other cases, depending on the bet, the customer might be able to sell the bet slip in parts, and in several transactions, within the stake amount.

The more time a customer spends on the bet slip sale dialog window once it has been opened, the greater the chance that the amount offered to sell the bet slip for will change. If the situation around the event changes, the price offered for the sale of the bet slip could change too.

Bet slip sale is only possible for single and accumulator bets.

A bet slip sale is impossible if:

- The bet has been settled;
- One or more outcomes on the bet slip have been blocked;
- The bet slip contains outcomes which cannot be sold;
- The bet slip is insured;
- The bet slip has already been sold;
- The price offered to the customer for the bet slip has changed. In this case the customer should choose new amounts in the bet slip sale dialog window.
- A bet slip sale can also be blocked at the discretion of the Betting Company.

The Company is not liable in cases where the service is not available due to technical failure. The Company reserves the right to suspend the service at any time in regard to any betting event without stating a reason. The bet slip sale transaction can be canceled if technical problems have been detected at any stage of the sale. In all such cases, bets are settled as normal based on the event outcome.

The Company does not guarantee that any bet placed on the website can be sold. The customer can only find out whether the bet can be sold after the bet has been accepted. The price of selling the bet slip offered by the Company is not up for negotiation. The customer has the right to accept the terms of sale or refuse to sell the bet slip at the specified price.

10.2. Bet Slip Editing

Bet slip editing function is available for single and accumulator bets in pre-match and live in the period while bet slip sale is available.

Bet slip editing option enables the Customer to replace, add or delete bets from an accumulator. One or more bets can be replaced, added or deleted. The stake, however, cannot be changed.

REPLACING A BET:

- If one or more bets are replaced in an accumulator, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale.
- A bet can only be replaced with another bet that relates to the same market. For example, if W1 was chosen initially, it can only be changed to X (Draw) or W2. The Customer should check that the bet they want to include is still available when they are trying to make a change.

DELETING A BET:

- One or more bets can be deleted.
- If one or more bets are deleted from an accumulator, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale.

- **ADDING A BET:**

- One or more bets can be added.
- A commission will not be charged if one or more bets are added to a bet slip.
- When adding bets to a bet slip the odds of the bets selected initially will not change.
- If a bet slip type is changed, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale. In that case the odds of the bets selected initially will change (except when the bet slip type is changed from a single to an accumulator).

Any changes in a bet slip must be confirmed by pressing "Save changes".

Bet slip editing is not permitted if a bet has been partially sold or insured. Bet slip editing is also not permitted if a bet slip is entered into bonus offers or promotions.

11. Types of bets

The bookmaker offers the following types of bets:

11.1. Single bet

A single bet is a bet on a particular outcome. To calculate the return on a single bet, the stake is multiplied by the odds of your selection.

11.2. Accumulator bet

An accumulator bet is a bet consisting of several selections on unrelated events. To calculate the return on an accumulator, the stake is multiplied by the corresponding odds of all selections within the accumulator. Should at least one leg fail, the whole bet is lost.

11.3. System bet

A system bet is a bet consisting of several accumulators of the same size on a pre-determined number of outcomes.

The maximum number of accumulators within a system is 184756.

The maximum number of outcomes within a system is 20.

To calculate the payout, the returns on all accumulators included in the system are added up.

Table of the number of accumulators in a system

	345	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	361015212836	45	55	66	78	91	105	120	136	153	171	190				
3	41020355684	120165220286	364	455	560	680	816	969	1140							
4	5	153570126210330495715	100113651820	2380	3060	3876	4845									
5	6	21561262524627921287200230034368	6188	8568	1162815504											
6	7	2884	2104629241716300350058008	12376185642713238760												
7	8	36	1203307921716343264351144019448318245038877520													
8	9	45	16549512873003643512870243104375875582125970													
9	10	55	220715	2002500511440243104862092378167960												
10	11	66	286	100130038008	194484375892378184756											
11	12	78	364	13654368	123763182475582167960											
12	13	91	455	1820	6188	1856450388125970										
13	14	105	560	2380	8568	2713277520										
14	15	120	680	3060	1162838760											
15	16	136	816	3876	15504											
16	17	153	969	4845												
17	18	171	1140													
18	19	190														
19	20															

11.4. Chain

A chain consists of several single bets on unrelated outcomes. The stake in each single bet is equal to

the stake placed on the very first selection which rolls over with each bet won. The bettor determines the order of bets being settled within a chain and places a bet on the first selection in the chain. For bet settlement purposes, a concept of a "chain account" is used. As each single bet in the chain is settled, the balance on the "chain account" is adjusted accordingly. Initially, the balance equates to the first stake.

As the chain progresses, should the balance on the "chain account" be less than the pre-determined stake, this remaining balance will be placed on the next selection.

The chain is settled based on the order of bets on the bet slip rather than chronologically. The balance remaining on the "chain account" after all bets have been settled shall be paid. If the balance on the "chain account" drops to zero at any point, the chain is terminated and the bet is deemed lost.

11.5. Advancebet

1. Advancebets are offered to the Customer based on the potential returns from unsettled bets.
2. FanSport reserves the right to offer or refuse such bets in its absolute discretion without stating a reason.
3. The available Advancebet amount can be viewed on your bet slip. Click on the "Find out" button opposite "Available Advancebet" and you will see the amount available.
4. Advancebets can be placed either on live sports events or on sports events that are due to start within 48 hours.
5. When calculating the available Advancebet amount, only bets on events due to start within 48 hours are taken into account.
6. All bets placed prior to Advancebets and settled within 48 hours after placement of Advancebets will be used to repay Advancebets.
7. An Advancebet may be offered even if you already have unsettled Advancebets.
8. If the payout on settled bets placed prior to placement of Advancebets does not suffice to repay an Advancebet, such Advancebets will be deemed void.
9. Deposits made after using Advancebets cannot be used to repay such Advancebets.

Example

Your account balance is €260. You have made the following bets:

€100 at odds of 1.5 — potential returns are €150.

€150 at odds of 2 — potential returns are €300.

Now your available balance is €10.

FanSport offers you an Advancebet of €100. Now you are able to place bets to a total stake value of €110.

You then place a bet of €30 (€10 off your available balance and €20 of the Advancebet amount) at odds of 1.5.

Potential returns are €45.

You also place a bet of €50 (from your Advancebet balance) at odds of 2. Potential returns are €100.

Let's consider the potential outcomes

1. Bets made using Advancebets have won. Expected payouts are €45 and €100. Bets made with your own funds have lost. Bets made with Advancebets will therefore be deemed void. Your own €10 that formed part of your Advancebet stake will be refunded to your account.
2. Bets made with Advancebets have lost. Bets made with your own funds have won. The payout is

$(150+300) = €450$. €50 and €20 were used as Advancebets (plus €10 of your own funds). The amount of the Advancebets will be deducted from the payout $(150+300)-50- 20 = €380$. Therefore, €380 will be credited to your account.

3. Bets made using Advancebets have lost. Bets made with your own funds have lost. In this case, bets made as Advancebets will be nullified. Your own €10 that formed part of your Advancebet stake will be lost.

11.6. Promo code bet

1. The bookmaker offers a "Promo code" bonus bet.
2. A promo code is given to an individual Customer at the bookmaker's absolute discretion.
3. A promo code may be texted or sent via "My Messages" in the Customer's online account.
4. Each promo code has its own terms and conditions of use. You can find the terms of each promo code in the Promo section ("Promo Code Check").
5. Bets made with the use of promo codes are non-refundable.
6. Bets made with the use of promo codes are not taken into account for any future promotions.
7. Multiple accounts set up by one user cannot participate in the promotion. The bonus can only be awarded once per person, account, address, email address, credit/debit card number or IP address.
8. The bookmaker reserves the right to withhold any free bets made with the use of promo codes should the security department suspect that promotions are being misused or if any unusual series of bets is detected.
9. A free bet may not be used in part.

How to bet using a promo code if you get a code by text:

- To check your promo code, go to Promo and click on "Promo Code Check". Enter the code from the text. Click on "View History" to look through all available promo codes.
- Go to the SPORTS or LIVE sections and select an outcome corresponding to the terms of the promo code (single or accumulator bet).
- Click on the selected outcome to put it on your bet slip.
- Enter the promo code into the "Promo code" field on the bet slip. Do not enter a stake.
- Click on "Place a bet"
- If your bet wins, the winnings will be credited to your account.

11.7. Conditional bet

A conditional bet is a combination of bets (single bets and accumulators) on unrelated outcomes. The bettor may determine at their own discretion the order of the outcomes involved in a conditional bet. All outcomes shall be settled in the order specified on the bet slip. The bettor may determine at their own discretion the stake on each outcome. The stake on each subsequent outcome may not exceed the return from the preceding outcomes. The bettor may also specify only the initial stake. In this event, the stake on each subsequent outcome in the conditional bet will equal the maximum (100%) return from the preceding selection. Should the first selection lose, the conditional bet loses. The settlement of a conditional bet shall be terminated if one of the selections loses and there are no funds left for subsequent stakes.

Example. The conditional bet consists of three blocks.

Block 1 – odds 1.15, stake €100 (the stake paid by the Customer when the bet is accepted).
Block 2 – a double at odds of 1.39 and 1.13 respectively. The stake amount is set as the maximum.
Block 3 – odds 1.13, stake €100

1st option

Block 1 loses. The whole bet loses as there is no stake available for the subsequent blocks.

2nd option

Block 1 wins. The return amounts to €115.

Block 2 (a double), the stake is set as the maximum (€115). This wins and so the return is $(1.39 \times 1.13) \times 115 = 1.57 \times 115 = €180.63$.

The stake for Block 3 is deducted from the return. The stake for Block 3 amounts to €100. $180.63 - 100 = €80.63$. The sum of €80.63 is credited to the conditional bet account.

Block 3 loses.

The balance on the conditional bet account amounts to €80.63. The return is €80.63.

3rd option

Block 1 wins. The return amounts to €115.

Block 2 (a double), the stake is set as the maximum (€115). The return is $(1.39 \times 1.13) \times 115 = 1.57 \times 115 = €180.63$.

The stake for Block 3 is deducted from the return. The stake for Block 3 is €100. $180.63 - 100 = €80.63$. The sum of

€80.63 is credited to the conditional bet account.

Block 3 wins - $100 \times 1.13 = €113$

The return amounts to $80.63 + 113 = €193.63$

4th option

Block 1 wins. The return amounts to €115.

Block 2 (a double) loses. The stake of Block 2 is set as the maximum, therefore the sum of €115 is lost.

Block 3 wins. The stake is €100. As Block 2 lost, there is no stake.

The bet slip loses.

11.8. Anti-Accumulator

An anti-accumulator is the opposite of an accumulator in terms of bet settlement, which means that the bet wins if the relevant accumulator loses. The bet must include two or more selections on unrelated events, and the bet wins should at least one selection lose.

The combined odds of an anti-accumulator are calculated based on the opposite of the winning probability of an accumulator consisting of the same legs.

Example. The bet slip includes 3 selections.

Selection 1 – odds 1.25

Selection 2 – odds 1.65

Selection 3 – odds 1.85

For this accumulator the combined odds are 3.81. The winning odds of the respective anti-accumulator, calculated by our software, equate to 1.17. The anti-accumulator bet may be settled as follows:

1st option

If at least one selection does not win (is not predicted correctly), and the other selections win, the return will be $100 \times 1.17 = \text{€}117$.

2nd option

If there is a payout at odds of 1.00 on Selection 3, the final odds of the accumulator will be 2.06. Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 1.58. If Selection 1 or Selection 2 do not win (are not predicted correctly), the anti-accumulator bet will win and the return will be $100 \times 1.58 = \text{€}158$.

3rd option

If there is a payout at odds of 1.00 on Selection 2 and Selection 3, the final odds of the accumulator will be 1.25. Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 3.16. If Selection 1 does not win (is not predicted correctly), the anti-accumulator will win and the payout will be $100 \times 3.16 = \text{€}316$.

4th option

Should any of the selections win (be predicted correctly) and should there be a payout at odds of 1.00 on the remaining selections, the anti-accumulator bet will lose.

Should there be a payout for all three selections at odds of 1.00, the stake will be refunded to the Customer's account.

11.9. Lucky

A Lucky bet is a combination of single bets and all associated available accumulators for a specific number of selections. The minimum number of selections is 2, the maximum number of selections is 8.

To get a payout, at least one selection needs to be predicted correctly.

Example. The bet slip includes 4 selections.

Selection 1 - odds 2

Selection 2 - odds 3.5

Selection 3 - odds 4

Selection 4 - odds 1.5

The stake is €150

The Lucky bet will include the following bets:

4 single bets

6 permed doubles

4 permed trebles

1 fourfold accumulator

You have 15 bets in total. The stake shall be calculated as follows: $\text{€}150/15 \text{ bets} = \text{€}10$ per bet.

4 SINGLE BETS OF €10 EACH

Selections	Odds	Return
Event 1	2.00	20
Event 2	3.50	35

Event 3	4.00	40
Event 4	1.50	15

6 PERMED DOUBLES OF €10 EACH

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1+ Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3+ Event 4	4.00 x 1.50	60

4 PERMED TREBLES OF €10 EACH

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2+ Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 FOURFOLD ACCUMULATOR OF €10

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, all other options on the bet slip shall be deemed won. All returns will add up to €1,677.50.

Should only one selection win, for example Selection 4, the return will be $1.5 \times €10 = €15$. All the remaining 14 options will lose.

11.10. Patent

A Patent involves all the possible accumulators derived from a set number of selections. The minimum number of selections is 3 and the maximum number of selections is 8.

To win, at least one accumulator needs to be predicted correctly (this means a minimum of two selections should be predicted correctly).

Example. There are 4 selections on a bet slip.

Selection 1 - odds 2

Selection 2 - odds 3.5

Selection 3 - odds 4

Selection 4 – odds 1.5

The stake is €110.

The Patent will include the following bets:

6 permuted doubles

4 permuted trebles

1 fourfold accumulator.

There are 11 combinations. The stake is calculated as follows: €110/11 combinations = €10 per combination.

6 PERMED DOUBLES OF €10 EACH

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1 + Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3 + Event 4	4.00 x 1.50	60

4 TREBLES OF €10 EACH

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2 + Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 FOURFOLD ACCUMULATOR OF €10

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, then all options in this bet slip shall be deemed won. All returns add up to €1,567.50.

Should only one of the four selections play out as predicted, all the options in this bet slip shall be deemed lost.

11.11. Multibet

A Multibet is a set of accumulators and single bets. A Multibet may include a Lobby bet or it may not.

A Multibet with a Lobby can be described as an accumulator which includes two bets: a Lobby bet and a system bet consisting of several selections.

A Lobby is an outcome upon which the win of a Multibet depends. A Lobby may be placed as a single bet or as an accumulator.

To create a Multibet, there must be at least three selections on a bet slip (apart from any Lobby).

Should the Lobby lose, the whole bet loses. Should the system bet lose, the whole bet loses.

Should the Lobby and one or more legs of the system bet win, the odds of the Lobby shall be multiplied by the odds of the system (depending on how many legs of the system won) and the stake on one leg within the system. If a Lobby is not included in a Multibet, the bet slip shall be treated as a system bet. A Multibet without a Lobby and comprising only of single bets shall be treated as a system bet.

Example. Let's consider settlement of the following Multibet (a Lobby, two single bets and one accumulator)

Lobby - odds 1.8

Block 1 - odds 1.39

Block 2 - odds 1.78

Block 3 - odds 2.44

Stake - €300

The stake on one leg in the system bet amounts to $300/3 = €100$

1ST OPTION

The Lobby loses. The bet slip loses.

2ND OPTION

The system of 2 single bets and the accumulator loses. The bet slip loses.

3RD OPTION

The Lobby wins.

One leg of the system consisting of 2 single bets wins: Block 1 + Block 3. The stake on one leg in the system amounts to €100. $(1.39 \times 2.44) \times 1.8 = 6.1 \times €100 = €610$.

4TH OPTION

The Lobby wins.

All legs in the system win. The stake on one leg in the system amounts to €100. $(1.39 \times 2.44 + 1.39 \times 1.78 + 1.78 \times 2.44) \times 1.8 = 18.36 \times €100 = €1,836$.

12. Restrictions on Inclusion of Certain Outcomes

1. The accumulator cannot contain any related outcomes. Should an accumulator (system) consist of two or more related outcomes, outcomes with the lowest odds will be excluded from the accumulator (system). Related outcomes (related events) are those when one part of the bet affects another part of the bet.
2. A bet on "Team to score a penalty Yes/No" market will be deemed lost if no penalty is awarded during regular time.
3. Bets on "How the goal will be scored" and "Next goal" markets will be deemed lost if the goal number specified in the bet is not scored.

13. Live Betting

1. Live bets are accepted on main markets (win, total, handicap) and additional markets (HT-FT etc). You may place single live bets or combine them in accumulators.
2. The bet shall be deemed accepted once it has been registered on the server and online confirmation has been received. You may not alter the bet once it has been accepted. If the circumstances specified in p. 2.7 of "General Terms" occur, the live bet may be settled at odds of 1.
3. The bookmaker takes no responsibility for any inaccuracy regarding the current scores of matches on which live bets are being accepted. Customers should refer to other independent sources of information.
4. No live bets may be edited or deleted.

14. Deposits and Withdrawals

1. For opening account and be able to place bets, the client must be register in the "Registration" section and make deposit.
2. There are various ways of depositing and withdrawing funds from the Customers account, such as: self-service terminals, bank cards, e-vouchers, e-wallets, etc. All deposit and withdrawal methods can be found in the ["Payments"](#) section.
3. To order funds for withdrawal, data filling in the personal profile is required and full verification of the client's data is required in some cases
4. For the deposits and withdrawal of funds with bank cards or payment systems the personal data in your account and the details of a bank card or payment system account must mandatory match.
5. **PLEASE NOTE! The currency of a bank card, e-wallet, payment system, or any other payment method chosen by the client must be the same as the account currency.** The client chooses the account currency during the registration process.
6. Enrollment of funds to the account occurs instantly usually or according to the rules of payment systems. Operator is not responsible for the non-receipt of funds on the Client's account within the stipulated time if this delay occurred due to the fault of third parties (inaccessibility of payment channels, malfunction of payment systems, etc.)
7. If Client makes deposit and place bets in sum less than 50% of the deposited funds Operator prior to the first withdrawal of funds has the right to charge payment from the Client for money transfer
8. All withdrawal requests are processed 24/7.
9. The FANSPORT Security Service is entitled to:
 - decline cash withdrawal requests if deposits were made through e-payment systems.
 - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Customer must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1; placing a high volume of bets that have a minimal impact on your balance shall not be taken into account, i.e. bets placed on opposite outcomes in games such as Roulette, Baccarat, Craps and Dice). Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit.
 - refuse any withdrawal if the betting account is misused. In this case your account must be verified before withdrawal can take place.
1. The FANSPORT Security Service does not recommend Customers:

- deposit and withdraw funds without placing bets;
2. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use different methods to make a deposit, withdrawals should be proportionate to the deposits made using any particular method.
 3. FANSPORT may refuse withdrawals via payment systems or in cash and offer a bank transfer as a substitute.
 4. **ATTENTION!** The administration does not recommend making deposits using someone else's electronic wallet.
The administration has the right to return funds to the holder of such electronic wallet without prior notification.
 5. In certain circumstances and in respect to certain customers FANSPORT may decide not to reimburse service charges imposed by payment systems on deposits or withdrawals, which FANSPORT usually reimburses.
 6. Bitcoin accounts are not charged any fees for depositing or withdrawing via the Bitcoin system.

15. Match Results, Dates and Starting Times, Dispute Resolution

Bet settlement may be revised when the bookmaker presents incorrect results.

1. Bets are settled based on the actual starting time of the event, which is determined roughly in accordance with the official documents of the bodies who organize said event. Failing such effective documents, information shall be taken from the official websites of sports federations, the websites of sports clubs, and other sources of sports information.
2. The bookmaker bears no responsibility for a discrepancy between the stated date and time and the actual date and time of an event. The date and starting time of the event as shown in the "Sports" section are indicative. Bets are settled subject to the actual starting time of an event as specified in the official documents of the organizer of such event.
3. The bookmaker bears no responsibility for inaccurate references to the name of a championship or duration of a match (sports event). Details shown in the "Sports" or "Live" sections are indicative. Customers should use other independent sources of information to find out details of the relevant sports event.
4. The weather information in the SPORT and LIVE sections is indicative. Inconsistencies of the weather conditions in the SPORT and LIVE sections cannot be the cause for cancellation of the placed bets.
5. Complaints about results should be submitted within 10 calendar days from the end of the event if there are official documents pertaining to the results of the event issued by the organizer of that event.
6. Bets placed after the starting time of the event shall be settled at odds of 1 (except for live bets); in an accumulator, the odds of such legs shall be taken as 1.
7. If the Customer places a bet on an event of which the result is known to them, such bet shall be canceled. In this event, the bookmaker shall make a decision only after a special private investigation. Any activities related to such a bet shall be temporarily suspended.
8. PRE-MATCH betting. If a match or competition is postponed (rescheduled) for more than 48 hours for whatever reason all bets on this event shall be declared void (this is an approximate time, the bookmaker shall be entitled to keep such bets standing at its absolute discretion for the avoidance of disputes which may arise if the match is postponed for more than 48 hours from the official scheduled starting time). The event shall be deemed postponed or rescheduled if the official scheduled starting time of the event is altered.
9. LIVE betting. If a match or competition is interrupted for whatever reason and continues within 5 hours from its start, all bets shall stand. Unless the interrupted match or competition continues within 5 hours from its start, all bets shall be settled at odds of 1, except when the result of the bet has already been determined. This rule does not apply to events which may end within a period exceeding 5 hours subject to their rules (see p. 9 "Sports Rules").
10. If a match does not end and is abandoned (see p. 9 "Sports Rules"), the outcomes determined before such abandonment (for example, first half markets, first goal and its time market, etc.) shall be accounted for at the bet settlement. All remaining bets shall be settled at odds of 1.
11. If a participant withdraws before the start of an event, then all bets on such participant shall be declared void.
12. If a participant drops out during the contest for any reason (injury, withdrawal, etc.), all bets placed before the start of the last round of the contest in which he/she took part shall stand. All other bets shall be declared void. If a player withdraws from a tennis match, bets shall be settled under the rules of p. 10.23.
13. If a member of a team (football, hockey, basketball player, etc.) has not participated in the game, the winning odds in their respect shall be deemed equal to 1 unless otherwise stipulated.

14. If withdrawal or disqualification takes place before the start of a tennis match, the winning odds shall amount to 1, except for bets on the win of the participant in question (such bets will be deemed lost). If a tennis match is interrupted, does not end on the same day and is postponed, all bets shall stand until the end of the tournament within which the match was scheduled, until the match is played or any participant withdraws. If a player withdraws from a tennis match, bets shall be settled under the rules of p. 10.23.
15. When two particular named opponents (teams, sportspeople) are expected to participate in an event (match, competition or fight), but later one or both of these opponents change, all bets on the event shall be canceled.
16. In team competitions when one or several players are substituted in any team for whatever reason, all bets on the result of the match shall stand.
17. In doubles matches when the names of the pairs are specified and at least one participant is substituted, the winning odds shall be 1. When the names of the pairs are not specified, all bets shall stand.
18. In competitions where the terms "home" and "away" are used, should the event take place in a different venue, the following applies:
 - if a neutral venue, bets shall stand;
 - if the opposing team's venue, bets shall stand.
19. When the terms "home" and "away" do not apply to an event (for example in dual or individual sports), should an event take place at a venue different to that originally specified, all bets shall stand. NBA, NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home - away) and in a reversed order. If the latter is the case, no stakes are refunded.
20. In friendlies, including club friendlies, when the event takes place in a different venue, all bets shall stand.
21. If there is no description of bet settlement for a particular sport or situation, the same shall be governed by the General Terms.
22. When a dispute of a particular type takes place for the first time, the bookmaker shall make the final decision.
23. In cases when statistics from official and independent sources differ, the company reserves the right to settle bets based on stats acquired from a video recording or an independent source.
24. In the event of discrepancies in data from different sources of information (date, time, result, team title), the bookmaker shall suspend payouts until the authenticity of such data is established through investigation. Should the result of a finished event published on an official website differ from that shown in a TV broadcast, the bookmaker reserves the right to settle bets based on the TV broadcast.
25. If there is an error in the odds output application and the bookmaker admits such error, all bets on such selections shall be deemed won and payouts shall be made at odds of 1.
26. The Betting Company may publish these Terms in different languages, expressing the same principles in each.

This is done in order to provide information and support to customers.
At the same time, it is the English version that serves as the legal basis for the relationship between the customer and the Betting Company.
In the event of any discrepancy between the English text of the Terms and the text in other languages, the English text shall prevail.
27. If the initial result of a finished event is revised later for any reason and one party forfeits the game (abandonment shall be disregarded), all bets shall be paid subject to the initial (actual) result. The actual result is the result declared based on the official minutes and other official sources of information immediately after the end of the event.

16. Rules on sports

16.1. Auto Race (Japanese Speedway)

1. Auto Race is a high-speed, competitive motorsport where competitors race against each other on motorcycles.
2. Races take place on a 500-meter tarmac track, involve 8 competitors (7 in exceptional circumstances) and run for 6 laps. As a rule, 12 heats take place per day.
3. The 2 straight-line sections of the track are 87 meters long. The maximum speed is 150 km/h.
4. Normal heats run for 6 laps of the track (3,100 meters), whereas longer heats last for 8 or 10 laps.
5. The waving of the chequered flag after competitors pass the fourth turn of the final lap signals the end of the race.
6. Competitors may be disqualified if they drive off the track.
7. Competitors may also be disqualified if they make any uncontrolled maneuvers or maneuvers which could cause harm to other competitors.

16.2. AFL (Australian Football League)

1. Bets on matches are accepted on:
 - regular time 80 minutes of play (4 quarters, 20 minutes each or 2 halves, 20 minutes each)
 - regular time including overtime (OT).

Fan Sport shall not be liable for any match duration discrepancies. Date and time of the beginning of an event given in the "Sports" and "Live" sections are approximate. All match regulations are to be specified using official sources.
2. If a match is abandoned before 80 minutes are played, all bets on that match are void, except for those bets the outcomes of which have been determined at the moment of a match interruption.
3. If a match venue is changed then bets already placed will stand provided that the home team is still designated as such.
4. **First Goalscorer.** If a player does not take part in a competition or joins the match after the first goal is scored all bets on this player are void. If a player is substituted or sent off before the first goal is scored all bets on this player are lost. If the first goal was scored by a player that was not available to place bets on all other bets on other players are lost except for those when "Any other player" is offered. If a match is abandoned before the first goal is scored all First Goalscorer bets are void.
5. A goal (6 points) is scored when a football is propelled through the goal posts by a way of kick from the attacking team without touching any other player. The attacking team is awarded 6 points.
6. A behind (1 point) is scored when the football is propelled between a goal post and a behind post or if the ball hits a goal post and passes through.
7. Half time - Full time bets can be placed for the first half and the whole match.

16.3. American Football

1. Bets on matches are accepted on:
 - regular time (60 minutes, 4 quarters, 15 minutes each);
 - regular time including overtime (OT).
2. If a match starts but is not completed all bets on this match are void, except for those bets the outcomes of which have been determined at the moment of a match interruption.
3. A match must be played for at least 55 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.
4. Calculation of "Head-to-head on the results of the championship" bets is based on the place of a team in a group rather than points if the team does not proceed to the next stage.
5. The "Total of the highest scoring quarter" bet. Two or more quarters the similar highest (lowest) scoring total is not a reason for bet cancellation. In this case bets are settled on the basis of total.
6. The "The highest scoring quarter" bet. If it is impossible to state which quarter has a majority of points (two or more quarters ended with the same result), then bets for such quarters are void. Bets for other quarters are lost.
7. "The highest scoring half" bet. If both halves have similar results, all bets are void.
8. If after over time the match is a draw, the bets on W1 and W2 will be void. Bets on totals and handicaps will be settled according to the match results.

16.4. Badminton, table tennis, beach volleyball

1. If a match is postponed or delayed for any reason all bets will stand until the match or the tournament within which the match is played is finished, or until one of the players withdraws.
2. If a match is suspended due to one of the teams is disqualified or refuses to play before the first set is finished all bets will be void, except for the bets that have been definitely determined by the time of the match interruption. In this case all W1 and W2 bets will be void.
3. If a team refuses or is disqualified W1 and W2 bets will stand if the first set has been completed, otherwise these bets will be void. In case a player refuses or is disqualified then this player receives a default loss (walkover).
4. If a match is not finished for any reason (e.g. player\team refusal, disqualification) and two sets are completed bets that have been determined will be settled accordingly (e.g. the outcome of the first set, total of the first set, etc.). All other bets will be void except for "the winner of the match" bets. The team that progresses to the next round or is awarded the victory after the first set has been completed will be deemed the winner.
5. In case there is a spelling error of sportsman initials in the Sports line (e.g. Ivanov A. is written as Ivanov B.), such error shall not be a cause for bet cancellation and a bet will stand.
6. Match win. If one of the specified players in the event is substituted before the match start all bets will be void.
7. Handicap and total on these sports are specified in points, except cases «handicap by sets» and «total by sets».
8. The "Winner" bet. A winner is a sportsman (team) that takes the first place in a tournament. In case a sportsman refuses to take part in a tournament before its beginning, all bets on him will be void.
9. The «Who passes further» bet. It is necessary to name a player in the specified pairs, who will pass further in a tournament draw. If both players are disqualified from this tournament, the best player shall be considered the one, who has passed further in a tournament draw; if both players are disqualified in one round, all bets are void. In case a player refuses to play in a tournament before its beginning, the bets will be void.

16.5. Basketball

1. Bets on these sports are accepted on:
 - regular time (48 minutes, 4 quarters, 12 minutes each; or 40 minutes, 4 quarters, 10 minutes each; NCAA 2 halves, 20 minutes each);
 - regular time including overtime («OT»).
2. If a match is not completed all bets will be void except for those bets that have been determined by the moment of match interruption.
3. A match must be played for at least 35 minutes for matches of 40 minutes and 40 minutes for matches of 48 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.
4. In basketball matches (for events marked "OT") "Handicap" and "Total" bets on 4th quarter and 2nd half are settled without overtime (OT).
5. NBA teams can be put both direct and inverted sequence (Home-Away). In case of reverse position bets will not be void.
6. Calculation of "Head-to-head on the results of the championship" bets is based on the place of a team in a group rather than points if the team does not proceed to the next stage.
7. The regulations of friendly matches (cup\club matches) are to be specified by the customer using official sources. If a friendly match is a draw (or the regulations have been changed) all bets on winning will be void, and all totals and handicaps will be settled according to the results.
8. In basketball Cup matches, overtime (OT) appointed by the aggregate score from both legs is taken into account only in bets on the next round, another league, competition winner and etc.
9. If a basketball match ends in a draw, the bet "Will There Be Overtime?-Yes" is settled as win, the bet "Will There Be Overtime?-No" - loss.
10. The bet "First Half/Full time" ("FH/FT") is designated in the Sports line as "W" - "win" and "X" - "Draw", provided that an outcome of the first half goes first and an outcome of a match goes second. For example, W1W2 means a victory of the first (W1) team in the first half of a match and a victory of the second (W2) team in a match. "First Half/Full time With OT" - an outcome of the first half goes first and an outcome of a match with OT goes second. Example, W1W2 means a victory of the first (W1) team in the first half of a match and a victory of the second (W2) team in a match with OT.
11. The "Total of the highest (lowest) scoring quarter" bet. Two or more quarters with similar highest (lowest) scoring total are not a reason for bet cancellation. In this case bets are settled on the basis of total (points scored in OT are not taken into consideration while calculating 4th quarter total).
12. The highest scoring quarter" bet. If it is impossible to state which quarter has a majority of points (two or more quarters ended with the same result), then bets for such quarters are void. Bets for other quarters are lost (points scored in OT are not taken into consideration while calculating 4th quarter total).
13. The "The highest scoring half" bet. In case both halves have similar results, bets are void (points scored in OT are not taken into consideration while calculating 2nd half total).
14. The "Team wins both halves" bet. (points scored in OT are not taken into consideration while calculating 2nd half total).The bet "Team 1 wins both halves - No" will be settled as a win if team 1 loses at least one half.
15. The "Each team will score 72.5 over - yes" bet. The bet will be settled as a win, if the totals of each team for the whole match are 73 and over.
16. The bet "Each team will score 72.5 - no". The Bet will be settled as a win if one of teams' totals is less than the total indicated in the bet slip.
17. The "All quarters total over 32.5 - yes" bet. The bet will be settled as a win, if every quarter's total is 33 or over.

18. "The first foul" bet. Predict which team gets the first foul (failure to comply with rules caused by personal foul or unsportsmanlike conduct).
19. The first rebound" bet. Predict which team performs the first rebound.
20. When calculating basketball match statistics (the "Rebounds" and "Turnovers" bets) the totals of individual indexes of the team players and not team indexes are taken into consideration.
21. In case, calculating the LIVE "Rebounds" bets, the result is the sum of the individual indicators of players and team indicators. The calculation of NBA and WNBA games includes only individual rebounds.
22. "Race to ... goals" bet (Sports).If neither team scores the stated number of points all bets will be void. E.g.: "Race to 20 goals W1" with score 19-19: the bet will be void.
23. "Score Quarters 2-0" bets will be settled as a win if team 1 won two quarters of four and two quarters ended in a draw."Score Quarters 1-1" bets will be settled as a win if team 1 won one quarter and team 2 won one quarter and two quarters ended in a draw.
24. Bet "Handicap Quarters". Example "Handicap 2 Quarters -2,5". The match ended with the score 81:102 (17:22,26:25,18:20,20:35), score quarters according to the result 1:3 (0:1, 1:0, 0:1, 0:1). The bet is lost as the score quarters including handicap of the 2nd team will be 1:05.
25. "Total of Tied Quarters", "Handicaps on Quarters", "Total of Quarters" and "Totals in Quarters" bets are accepted for calculation, OTs are not included.
26. "Any Other - Handicap 1 In Points Interval From -1 To 9" bet will be settled as a win, if 2nd team's handicap does not exceed 10 points. Example: the score (85:90), Any Other - Handicap 1 is -5, the bet lost.
27. For bets "% of two-point shots realization", "% of three-point shots realization", "% of free-throws realization" the percentage of realization is settled according to the official website, according to a mathematical rounded up increase the nearest integer.
28. "Total Playing Time" is accepted on minutes. In case of win the bet will be settled with the odds equal to "1". Example, Kyrie Irving Total(39.5)U - if the player total is 39 minutes 30 seconds, the bet is settled with the odds equal to "1".
29. Double-Double (Triple-Double) in a game. This bet is about predicting whether a player will achieve double-digit figures in two statistics (double-double) or in three statistics (triple-double) during the game. Statistics include steals, rebounds, points, assists, and blocks. If a player achieves a triple-double, the bet on a double-double for that player will be settled as a win.
30. Netball - is a kind of women's basketball (4 quarters of 15 minutes). Bets on matches are accepted and settled on regular time and regular time including overtime (OT).
31. **Basketball. Highest Competition Finishing Position. (NBA).** Least to most valuable criteria: stage of elimination, conference position, regular season match win rate, regular season point difference, regular season points scored.
32. **Basketball. Highest Competition Finishing Position. (Euroleague).** Least to most valuable criteria: stage of elimination, conference position in Top 16, regular season match win rate in Top 16, regular season point difference in Top 16, regular season points scored in Top 16.
33. In "1xSuperTotal" bet the player is required to predict if the teams score over or under the specified total. Example:1XSuperTotal: (166-167 Return) 167.5 Over. Teams scored 167.5

points Over – the bet won, teams scored 166 or 167 points - refund.

34. In "1xSuperHandicap team ½ ()" bet the player is required to predict if a team wins with the handicap applied. Example: "1xSuperHandicap 2: (-4; 3 Return) -4.5". The score difference should be 5 or more points in favor of 2nd Team. If there is a draw with the handicap(-4 or -3) applied, the stake will be refunded.
35. In case, calculating the LIVE "Rebounds" bets, the result is the sum of the individual indicators of players and team indicators. The calculation of NBA and WNBA games includes only individual rebounds.
36. Basketball 3x3. The game is played until one team reaches 21 points, but the match duration is not more than 10 minutes. If the game ends in a tie, an overtime is played until a 2-point difference is reached.

16.6. Baseball

1. Bets on baseball matches are accepted with extra innings included, unless otherwise specified. All baseball bets are offered provided that both of the listed pitchers take part in the match. Both said pitchers must start and throw at least one pitch for bets to stand. If the listed pitcher fails to start the game for any reason, all bets on that game will be void. If no names of the starting pitchers are listed, all bets are accepted irrespective of the starting pitchers.
2. The second batting team is considered to be the home team in a match regardless of the venue.
3. All bets (except those bets on the parts of the match) are based on the official match result, including all additional innings.
4. A match must be played for at least 5 full innings or 4,5 innings. If 4,5 or less innings were played the following bets will be settled: to win; to qualify; markets which have been determined by the time of the match interruption. All other bets on this match will be void.
5. **Sports Bets.** If a baseball match is not started in specified time and is rescheduled according to official source, all bets in that match will be void.
6. **LIVE Bets.** If a match is postponed or cancelled and restarted within 72 hours the bets will stand. If the match is not completed within 72 hours all bets will be void except for those where markets have been determined by the time of the match interruption.
7. If the game is tied, (NPB, pre-season MLB, KBO) bets on W1 and W2 will be void (refund).
8. The "Players comparison" bet. You need to predict a player in the specified pairs whose result will be better. If results are equal the bet will be void.
9. In pre-season matches of MLB if teams are tied at the end of 9th inning an extra 10th inning is played. If after the 10th inning the match ends in a tie bets W1 and W2 will be void.
10. If within the match day at least one match is cancelled, postponed, not played to its end and is considered to be failed (less than 5 complete innings was played), bets on "Home Team - Away Team" will be void.
11. **Softball** is a variant of baseball played with a larger ball on a smaller field. The game is played in usually 7 innings. If the game is tied, extra innings are played.

16.7. Biathlon

1. "Head-to-head". It is necessary to name a participant (or a team) from the specified pairs, that will take the higher position in the final rankings. If both participants fall out of a race or one of participants does not start then such bets will be void. If one of participants did not finish, all bets are lost.
2. "Shots missed". Total amount of misses of race participants is compared. It is necessary to name a sportsman with the most shots missed. At hitting the handicap the the bets will be void. If a participant falls out of a race without having shot at all shooting ramps, the bets will be void.
3. "Misses in relays". Number of misses in a relay race is counted by adding of a penalty circles number to additionally used cartridges of all members of a team.
4. "Best national representatives head-to-head". It is necessary to name a country from the specified pairs, whose best representative takes higher position in the final rankings of a race.
5. "Winner". The winner is considered to be the participant that takes the highest position in the final rankings. If there are two or more winners of the competition, the bet will be void.
6. "Leader after the 1st (2nd, etc.) leg". The leg winner is considered to be the participant who takes the highest position in the final rankings. If there are two or more winners of the corresponding leg, the bet will be void.
7. The bet "Biathlon. Winner. Men. Pursuit. 12,5 km. Hochfilzen. 1-0 place (08.12.2013 | 16:30) - To win (Daniel Mesotitsch) Yes" will be settled as a win if Daniel Mesotitsch) is ranked in the top ten.
8. The bet "Extra cartridge Sweden (13.12.2013 | 17:25) Total 7.5 Under" will be settled as a win if Swedish biathlons use 7 or less extra cartridges.
9. The bet "Team's second place margin 0 - 20 seconds - yes" will be settled as a win, if team's second place margin is 20 or less seconds.
10. The bet "Misses. Less misses standing than prone." If the total number of misses in the standing and prone positions is the same (or equal to 0), bets on "No" will result in a win, while bets on "Yes" will be considered a loss.
11. Bet on "Shooting time": This involves predicting the net shooting time in seconds.
12. Bet on "Shooting time at the shooting range": You need to determine the time spent at the shooting range in seconds.
13. The bet "Misses. Less misses standing than prone". If total misses standing and in prone position are the same (or equal to 0), bets on "No" will be settled as a win, bets on "Yes" - loss.
14. Bet "Shooting time", it's necessary to determine the net shooting time in seconds.
15. Bet "Shooting time at shooting range". You should to determine the time of shooting range in seconds.
16. **Bets IBU Cup. Overall ranking** will be settled on the result of the season.

16.8. Boxing, single combats

1. A fight is defined as having started once the bell is sounded for the beginning of the first round.
2. In the event of a 'no contest' being declared, or a fight being abandoned for any reason before the completion of the contest, all bets will be void. If the result of the market has already been determined, bets will be settled according to the result.
3. If the number of rounds has been changed, the bets on outcome of the fight will stand and the

bets on the number of rounds will be void.

4. The "Duration of the fight" bet is designated in the Sports line as "Total rounds". To win this bet it is necessary to predict the number of rounds in a fight. The round in which the outcome of a bout is determined (i.e. when a bout is finished) is also taken into account then calculating the number of rounds.
5. In case a boxer does not come out after a gong has rung a new round, it is considered that the match is finished in the previous round.
6. The "Victory of the first (second) sportsman" bet. It is designated in the Sports line as "1" ("2") and includes the following items:
 - "Victory on the points".
 - "Victory by a knock-out";
 - "Victory by a technical knock out";
 - "Disqualification of the opponent or his refusal during the fight".
7. The "Draw" bet. It is designated in the Sports line as "X", it is determined by a decision of judges if the number of points scored by boxers is equal when all rounds of the bout are over.
8. The "Victory on the points" bet. The winner is determined by judge's decision when all rounds of a bout are over.
9. The "Win inside distance" bet. It includes knockout, technical knockout, disqualification of an opponent or his refusal during a bout.
10. The "Win 2 in 3rd Round" bet. The bet will be settled as a win if second wins by KO or TKO in the 3rd round.
11. The "Bout Ends In 10-12 Rounds" bet. This bet will be settled as a win if the boxer wins by KO or TKO from 10 to 12 Round.
12. Championship belt fights. Proposed date of the competition is up to 12.31.17. Only one match will be counted. If the match took place before the expected date (31.12.17), bets are settled on the date of fight according to the official source.

16.9. UFC

1. The start of a fight is determined by the sound of the bell, signaling the beginning of the first round.
2. If a decision regarding the outcome of the fight cannot be made or the fight is terminated for any reason without a decision being rendered, all bets are void. If the match result has already been determined, the bets will be settled according to the result obtained.
3. In the event of a change in the number of rounds, bets on the match outcome remain valid, while bets on the number of rounds will be refunded at odds of "1".
4. Total Rounds bet: Players are offered to predict the number of rounds in the match. When determining the total, rounds from halfway through the round onward are taken into account. Half of a 5-minute round is considered as 2 minutes 30 seconds. Therefore, 2.5 rounds would be 2 minutes 30 seconds into the third round. If the match ends exactly halfway through a round (2 minutes 30 seconds), bets on the total number of completed rounds will be refunded to players.
5. If the first round ends within the first 2 minutes, the total rounds 0.5 bet will be settled as a win.
6. If a fighter does not come out at the beginning of the next round after the bell, it is considered that the match ended in the previous round.
7. First (Second) Fighter to Win bet: Identified in the line as "First (Second) Fighter to Win" respectively as "1" ("2"), including the following points:

"Win by points";

"Win by knockout";

"Win by technical knockout";

"Win by technical decision";

"Opponent's disqualification or their withdrawal during the match".

8. Draw bet: Designated in the line as "X", determined by the judges' decision of equal points between fighters at the end of all rounds of the match.
9. Win by Points bet: Indicates a victory obtained by the judges' decision after the end of all rounds of the match.
10. Early Victory bet: Includes knockout, technical knockout, opponent's disqualification, or their withdrawal during the match.
11. Market "Victory (2 outcomes)": In the event of a draw, bets on P1 and P2 will be settled at odds of "1".
12. Bet "Victory in Round 3": This bet will be settled as a win if the second fighter secures an early victory by knockout or technical decision in the 3rd round.
13. Prospective Fights: This competition type implies a fight for the championship belt. The anticipated competition date is by the end of the current year. From the listed prospective fights, only one actually held match will be settled. Matches that didn't happen will be settled at odds of "1". Bet settlement will be made based on the date of the actual match, according to the official source's results.

16.10. Cycling

1. The start of the first qualifying round is the start of the competition.
2. Head to Head Betting (rider or team): Both competitors must start for bets to stand.
 - If one competitor is forced to withdraw for any reason, their opponent will be considered the winner.
 - If one or both of sportsmen do not start, the bets will be void.
 - If both racers fall out of a race, the best racer shall be considered the one, who ran more laps.
 - If both racers fall out in one lap, the bets will be void.
3. "Head-to-head". It is necessary to name the sportsman (the team) in the specified pairs, that will take a better final position in the final rankings.
4. If several sportsmen finished with the same race time, the best racer will be the one that took higher place.

16.11. Waterpolo

1. All bets are settled on the result at the end of normal time for each relevant period, (32 minutes play, 4 quarters of 8 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time and 5-meter shoots are included for bets "To Qualify", "Winner", etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been determined by the moment of the match interruption.
4. A match must be played for at least 30 minutes for bets to stand. In this case all bets will be

settled on the results by the moment of the match interruption.

16.12. Volleyball

1. In the event of a match starting but not being completed, all bets are void, except for those markets which have been determined by the moment of the match interruption.
2. In the event of the set not being completed, outcomes that have already been determined by the moment of the match interruption will be accepted for calculation. Other bets will be void. If the specified set is completed and the match is not completed, all bets on this set are valid.
3. Bets on CEV and Challenge Cup will be settled including "golden" set, if one is offered ("golden set" (up to 15 points) is issued if the rivals have equal points at a certain stage of the European Cups).
4. Handicap and total on volleyball are specified in points, except for "handicap by sets" and "total by sets".
5. The bet on "Sets score". The corresponding columns are designated in the Sports line as 3:0, 3:1, etc.
6. In "Head-to-head on the results of the championship" bets if teams finish their competition within a group and do not play at further stage, the priority is given to their place (in the group) and afterwards to points they got.
7. The "Duration of the match" bet. It is necessary to predict whether the match lasts over or under the specified minutes. To determine it you should sum the duration of all sets of a match in minutes. Sets duration is taken from an official protocol.
8. The "Three points race (five points and etc.)" bet. It is necessary to determine which of the players is the first to score the specified number of points in a set. In case one of the players for any reason refuses to play further before he or his rival scores the specified number of points, the bet will be void.
9. The "Leader after scored points" bet. It is necessary to determine team standings after specific number of points.
Example. The bet "After 10 points W1".
Let's consider several options:
match score (6:4), played 10 points, 1st team is leading – bet wins.
match score (3:7), played 10 points, 2nd team is leading – bet is lost.
match score (5:5), played 10 points, draw – bet is lost.
10. The "Extra points" bet. It is necessary to determine whether there will be extra points in set. "Extra points in set – Yes" bet will be settled as a win in case one of the teams wins after 24:24.
11. The "Tie-break" bet. It is necessary to predict whether 5th set (tiebreak) will be issued in the game. The "Tie-break - yes" will be settled as a win, if the 5th set was issued in the game.
12. The "Total of the highest scoring set" bet (without 5th set). Example: the "Total of the highest scoring set 47.5 U" will be lost if the score is 25:23,26:24,23:25,23:25,18:16.
13. The "Total of the lowest scoring set" bet (including 5th set). Example: the "Total of the lowest scoring set 40.5 U" will be a win if the score is 25:23,26:24,23:25,23:25,18:16.

16.13. Handball

1. All bets are based on the result at the end of normal time for each relevant period, (60 minutes play, 2 halves of 30 minutes).
2. Extra time and 7-metre shootouts are taken into consideration for the following bets: "To Qualify", "To Be Promoted", "Winner", etc.
3. Live bets. If a match is not completed, all bets on this match are void, except for those markets

that have been determined by the moment of the match interruption.

4. Bet "Top goalscorer of the tournament" is settled including extra time without 7-meter throws.
5. According to China championship rules if the score difference is 15 points and the match lasts for more than 30 minutes it is considered to be completed.
6. Bets on yellow cards – it is necessary to predict a number of yellow cards received by players.
7. Bets on total 7 meter penalty shots - it is necessary to determine a number of realized shots (goal).
8. **Alternative matches.** In these bets the results of teams in stated matches, which are streamed Live, are compared. If one of the matches was postponed (did not take place), if there was a technical failure, then bets on alternative matches will be settled with the odds equal to "1" (return).
9. Bets "Handball. Stats" will be settled including extra time, not including 7 Meter Penalty Shots

16.14. Golf

1. Big golf tournaments can last for 3 or 4 days and total number of holes is 72.
2. A player is deemed to an active participant once he has teed off. If a player refuses to play after having teed off, bets will be lost.
3. **The winner of the tournament.** The winner is the golfer that takes the first place in a tournament.
4. If two leading participants (or several) show equal results by the end of regular time, the winner of a tournament is usually determined by "sudden death elimination". In this case the winner of "play-off" is considered to be the winner of a tournament and totalizator all other participants take the second place.
5. Tournament Match Betting: The winner will be the player achieving the highest placing at the end of the tournament, including play-off. If one player misses the cut, the other is deemed the winner. Where both players miss the cut the lowest score after the cut has been made will determine settlement. If one player is disqualified, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when his opponent has already missed the cut, the disqualified player is deemed the winner. If a price for the tie is not offered a match involving players achieving the same placing will be void.
6. **Handicap Match Betting:** One player will be given a handicap start against another which will be added their final score. If any player misses the cut, withdraws or is disqualified, they will be deemed losers. If both players miss the cut, the handicap applies to their score at the time. The match is void if both players withdraw or are disqualified or one player does not start the tournament. If the scheduled number of rounds are not played handicap bets will be void unless the outcome of the match has already been determined.
7. **Group Betting/Top U.K Players etc:** The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. Non-starter no bet, rule 4 may apply. Dead heat rules apply except where the winner is determined by a play-off.
8. **Handicap Group Betting:** A list of players will be allocated handicaps. Their final scores are adjusted by their handicap to determine the winner. Any players missing the cut will be losers unless insufficient players make the cut for the defined number of places. In such cases these scores with their handicaps will be taken into account to determine placings behind those players who made the cut.
9. In some tournaments officials can offer to contestants to go the specified number of additional holes to get the title of a winner. In such cases the winner is considered to be the participant

that scores the fewest points as a result of going the specified number of holes, and the second place is taken by other participants.

10. **"18 holes bets"**. If in two player events odds for a draw were not offered and both of the players show equal results such bets will be void. Dead heat is applied to all bets on three (or more) player events. If a player does not take part in a competition all such bets will be void.
11. **To Make/Miss the Cut**: If a player withdraws or is disqualified before the cut is made then they will be deemed a loser. Any player making the cut, and then withdraws or is disqualified, will be deemed a winner. The bet is void if the player takes no part in the tournament.
12. "Head-to-head". It is necessary to name a golfer that shows a better result in the specified pairs. The best golfer shall be the one, who goes the complete circle (18 holes) with the fewest points.
13. If a participant, who started a game, drops out of it before going all 18 holes, he suffers a defeat regardless of his score. A tee shot in a hole direction indicates the beginning of a game. If a participant drops out of a competition before its beginning, all bets on all players of the given group will be void.
14. In tournaments affected by adverse weather, bets will be settled on the final placings provided a minimum of 36 holes have been played, unless the tournament is played on more than one course.

16.15. Darts

1. Match Betting. In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. However set, leg, handicap and special bets will be void unless the outcome of a particular market has already been determined.
2. Handicap and total on darts matches are specified in sets unless otherwise is specified in the Sports line.
«180 points» in darts is the maximal result of three scoring shots for one attempt.
3. The "Last checkout Total 40 and less/(41 or more)" bet. Checking out is a certain number of points that allows a player to finish the game. This term is used for the variety of darts, where players are awarded with points in the start of play (301 or 501) and they have to reduce their score to zero. When a player's score is 170 points, theoretically he can finish the game unless he will score 170 points at the first try.
4. The "Highest Competition Finishing Position" bet. Least to most valuable criteria: stage of elimination; winning sets; winning legs; number of 180 checkouts; highest checkout.

16.16. Curling

1. All bets are accepted including extra-ends unless otherwise is specified. The game consists of 10 ends. If the number of points is equal after 10 ends an extra-end is issued, the winner of extra-end wins the match.
2. If none of the stones gets in the house or opposing teams' closest to the house stones are in equally-spaced positions from it a 0:0 score can be declared in the "end".
3. In the event of a match starting but not being completed all bets are void except for those markets which have been determined by the moment of the match interruption.
4. A match is considered to be completed if at least 5 ends have been played. All bets will be settled according to the results by the end of the match interruption.
5. A team loses a match regardless of the current score if the team failed to complete all their throws during the given (each team is to throw 8 stones during an end).
6. All bets (except those bets on the parts of the match) are based on the official match result,

including extra ends if played.

16.17. Cricket

1. All bets will be settled according to the official result as declared by the relevant governing body of the match or competition concerned.
2. If a match was interrupted and was not completed all bets on such a match will be void.
3. There are several types of competitions:
 - Twenty20, a short form of cricket - average match length is three and a half hours;
 - One Day International match (ODI) - a match lasts for more than 8 hours;
 - Test Matches - 5 match days with a minimum of 90 overs every day for each team twice (to win a test match a team should knock out the rival twice).
4. If any match results or statistics are missing, all bets shall be settled at odds of 1.00, except where the result of bets has already been determined.
5. If any information about the match from an official source is delayed:
 - Pre-match bets: bets will be settled 48 hours after the event has ended.
 - Live bets: bets will be settled 12 hours after the event has ended.
 - Bets on these matches will not be recalculated if the official source adjusts any of its data
6. If the official result of a match is a draw and there were no "Draw - Yes" bets offered every means of finding the winner will be used to determine one, i.g. "bowl off", "super over", etc. (bowl offs and super overs are not included into all other bets)
7. The bet will be settled with the match results. In case of a one-day match being shortened from 1 to 20 overs, all bets remain valid and will be settled based on the match results. If the match is reduced by 21 or more overs, bets will be refunded, except in cases where outcomes have already been determined.

6. For Twenty20 matches, if the match is shortened from 1 to 5 overs, all bets remain valid and will be settled based on the match results. If the match is reduced by 6 or more overs, bets will be refunded, except in cases where outcomes have already been determined.

7. The "Best Batsman/Bowler (including the team)" bets placed on any player not part of the starting eleven or designated as a substitute will be settled at odds of 1. Bets on selected players who do not bat or take the field will be considered lost. Dead-heat rules apply.

A certain minimum number of overs must be bowled, except when all batsmen are dismissed or if the match is completed. Otherwise, bets will be voided.
8. All matches scheduled for 50 overs - 20 overs

9. All matches scheduled for 21-49 overs - 10 overs
10. All matches scheduled for 20 or fewer overs - 6 overs
11. All matches scheduled for 100 balls - 40 balls

6. Wide ball (when the ball passes outside the zone or crosses the line of the batsman's zone) - 2 points to the batsman.

7. Leg bye (ball hitting the batsman's body) - 0 points, the game continues. If the batsman and non-batsman swap places - adds 1 point.

8. No ball (bowler steps over the delivery line, direct ball delivery above the wicket without touching the ground, ball bounce above shoulder, ball delivered outside the pitch) - adds 2 points to the batsman.

In case two or more players finish the game with the same number of wickets, the bowler with the fewest runs conceded will be declared the winner. Dead-heat rules apply. If no bowler takes a wicket, all bets will be settled at odds of 1.

8. Bets on any player not part of the starting eleven of 11 players will be voided. Bets on players selected in the starting eleven but do not bat will be settled at odds of 1.

9. "Total runs at the time of the wicket taken." The bet will be settled as a win if both conditions are guessed correctly: a wicket is taken and the total runs. If the wicket is not taken but the total runs exceed the specified minimum, the bet will be settled as a loss. If the wicket is not taken but the total runs exceed the specified maximum, the bet will be settled at odds of 1.

10. Race to 10 runs. Bets are valid unless the declared players do not bat first, in which case, all bets are voided. Bets are valid regardless of which listed player bats first. If none of the players reaches 10 runs, the option "None" wins. In matches affected by weather, if none of the batsmen scores 10 runs and none of them is dismissed, bets are voided. If none of the batsmen scores 10 runs and both are dismissed, the option "None" wins.

11. "Runs in the first () overs (including alternative odds). Bet "Individual total runs () in the first () overs () B/M." If the selected number of overs is not completed due to external factors or adverse weather conditions, bets will be voided, except when the result is pre-determined. If the innings' duration is less than the selected number of overs (e.g., a team is fully dismissed in fewer overs than selected or achieves the target), bets remain active. Additional and penalty runs will be counted regardless of the situation in which they occurred.

12. Bets such as "Maximum runs by any player," "Player total runs," "Player runs count" in Test matches are settled based on the highest result in innings. Runs from two innings are not cumulative unless otherwise specified.

13. Over, delivery, individual total runs. For bet calculation, additional runs accredited to a specific delivery will be taken into account. For example, if an over starts: Wade - No ball - Four, in this case, "Four" is considered the third delivery in the over.

14. Certain types of outcomes (markets) can only be settled after the full event scorecard appears on the official source, which may take 10-12 hours.

15. "Best batsman" bet. If two or more players score the same number of runs, bets on these players will be settled at odds of "1". If a player is declared in the starting lineup but does not take the field, the bet on the "Best Batsman" will be settled as a loss. Bets on Test matches and County Championship remain valid regardless of the number of deliveries (overs) bowled. For bets to be valid in a one-day match, a minimum of 20 deliveries (overs) must be bowled. For bets to be valid in Twenty20 matches, a minimum of 10 deliveries (overs) must be bowled.

16. Alternative outcomes. These markets use an exact outcome determination system based on the points scale. The system operates as follows: 1 point - for a run, 20 points - for a wicket, 10 points - for a catch, 25 points - for a stumping.

- o Bets will be refunded for non-participating players.
- o In One Day matches, both teams must complete more than 40 overs each, otherwise, bets will be voided unless the match result is already determined.
- o In Test and First-Class matches, the entire match is taken into account. In the case of a tie, a minimum of 200 overs must be played, otherwise, bets will be voided unless the match result is already determined. In Twenty20 matches, all scheduled 20 overs must be played, and the result from official sources must be known, unless the match result is already determined."

GOLD LEAGUE - a regional league played under the indoor cricket rules. A team must complete all scheduled overs or dismiss five wickets.

1. Scoring:

- o Breaking the wicket directly by the bowler - dismisses the batsman.
- o If the batsman does not hit the ball after the bowler's throw and the ball is caught (not caught) by the wicket-keeper - the batsman scores 0 points.
- o After the batsman hits the ball, if caught by fielders, or the wicket-keeper without touching the ground - dismisses the batsman.
- o After the batsman hits the ball and it touches the ground, if the batsman or non-batsman is not within the batsman's or non-batsman's crease (territory) - dismisses the batsman for a broken wicket.
- o When the batsman hits the ball into zones:
 - A - 0 points,
 - B, C (up to the mid-field) - 1 point,
 - B, C (from mid-field to zone D) - 2 points,
 - D (without touching the ground) - 6 points, 4 points if it touches the ground.

2.If the ball first lands in zone B, C after mid-field – 2 points, then in zone D, 1 point is scored. Total points scored are 3. If the ball lands in zone B, C before mid-field, then in zone B, C after mid-field – total points scored are 2.

3.Dead ball (ball thrown until the mid-line, including the line) – 0 points, a repeat throw occurs. If repeated dead ball consecutively – adds 5 points to the batsman.

4.Physical interference to the batsman – adds 5 points to the batsman.

5.Good ball (ball thrown through the batsman's zone without touching the batsman) – 0 points.

16.18. Beach handball

1. All bets are settled on the result at the end of normal time for each relevant period, (20 minutes play, 2 halves of 10 minutes).
2. Penalty shootouts are counted on bets for markets To Qualify, Winner etc.
3. If a match is interrupted and suspended, the bets on it will stand till the end of the tournament within the bounds of which this match runs, until the match is played to its end or one of the players refuses to play.
4. A match must be played for at least 18 minutes for bets to stand, unless the market has already been determined at the moment of a match interruption.
5. If the game is a draw by the end of the period, then the “golden goal” rule is accepted and the winner will be the team who has scored the first goal. If both periods are won by one team, it is declared the winner with the score 2:0.
6. If each team wins a period the result will be a draw. To define the winner the “kick-out” rule is accepted and one of the players should play against the goalkeeper.

16.19. Beach soccer

1. All bets are settled on the result at the end of normal time for each relevant period, (36 minutes play, 3 periods of 12 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time and penalty shootouts are counted on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 30 minutes for bets to stand, unless the market has already been determined at the moment of a match interruption.

16.20. Rugby

1. All bets are settled on the result at the end of normal time for each relevant period, (80 minutes play, 2 halves of 40 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of

information.

2. Extra time and penalty shootouts are counted on bets for markets To Qualify, Winner etc.
3. A match must be played completely for bets to stand, unless the market has already been determined at the moment of a match interruption.

16.21. Horse racing

1. If a race is postponed to another day and it's stated in official sources all bets will stand. However, single bets are void, any of outcomes from accumulator bet will be considered as incompleting if:
 - a race is abandoned
 - a race is officially declared void
 - race conditions are changed after bets were placed (in compliance with rules)
 - venue changing
 - court surface replacement (i.e. turf – dirt, any weather conditions and conversely)
2. If a race is cancelled all bets are void. If a race or meeting is re-scheduled to later in the day, all bets stand.
3. The bet "Top 3" is settled as a win if horse finishes in the top three.
4. Bet "Win (Refund If Placed)". Example, "Win (Refund If Placed 2nd)" will be settled as a win, if the horse takes the 1st place, in case of the 2nd place, the bet will be void (the odds is equal to "1").
5. Bet "Win Without Leader". "Win №1 Brice Canyon without №3 Clonusker" will win, if the horse №3 Clonusker takes the 1st place in the race, and №1 Brice Canyon takes the 2nd place.
6. Long-term bets on horse racing. The list of updated members is issued in 1 or 2 days before the race, depending on its class. Immediately after the bets of the day appearance, the market for a long-term event is closed. Horses removed from the competition, not included in the new list, will be considered as losers in long-term bets. If horse races are rescheduled because of the weather to the next day, long-term bets remain until the start of the race. If the races are completely canceled, the long-term bets will be settled as a return. First of all bets for the day of races will be settled, then long-term bets of this competition.

16.22. Squash

1. In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
2. By organizers decision a match may consist of 3-5 games and lasts for 3 victorious games.
3. Each game lasts up 11 points. A player, who is the first score 11 points is the winner, unless the match score is 10-10. In this case a game lasts up until the score difference will be two points. A player, whose advantage will be 2 points is the winner.

16.23. Snooker

1. Match Betting. In the event of a match being abandoned the player progressing to the next

- round will be deemed the winner providing at least one full frame has been completed.
2. Frame Betting, Handicap Betting and Special Betting: The full number of frames must be played for bets on these markets to stand. In matches where, for any reason, the match is awarded to a player before this is achieved, then all frame betting, handicap and special betting on that match will be void, unless the result of that market had already been determined.
 3. If in any frame one of the player was awarded the walkover, then handicap and total for this frame will be calculated with the odds equal to "1".
 4. "Head-to-head" - it is necessary to name a player from the specified pairs, who takes the best final position in a tournament draw. If both players are disqualified from a tournament, the best is considered to be the one who is higher in a tournament draw; if both of players fall out in one round, the winning odds are equal to "1". In case a player refuses to take part before the beginning of a tournament, the winning odds are equal to "1".
 5. The bet "Total 100th series". It's necessary to predict that player will score 100 points or more at the first attempt.
 6. Bet "First ball - blue". The bet will be calculated as a win if a blue ball is the first to be knocked out among colored balls (yellow, green, brown, blue, pink, black).
 7. **Shoot-Out. The "Highest Competition Finishing Position"**. Least to most valuable criteria: stage of elimination; winning sets; winning frames; number of 180 checkouts; total points.

16.24. Tennis

1. If a refusal (disqualification) takes place before the beginning of a match, all bets will be refunded.
2. If a match is delayed or postponed for any reason then all bets will stand until the end of the match or the end of the tournament.
3. 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.
4. If a tennis match is suspended or the team is disqualified or refuses to play in first set, all bets will be settled with odds equal to «1», except for played games bets and results for that outcome has already been determined at the moment of a match interruption.
5. If a player retires or is disqualified bets on the match result will stand as long as one set has been completed. Otherwise these bets will be void. Bets on other outcomes will be void unless a definitive result for that outcome has already been determined at the moment of a match interruption.

If a player retires or is disqualified walkover is awarded.

Example 1. The match Rodrigues vs Herbert is abandoned with the score 1:0 (6:2, 0:3) because of Rodrigues retiring. Bets on Rodrigues by games (-2.5), Herbert (+2.5), Match Total by games (21.5), Set Scores 2-0, 2-1, 1-2 will be void. All bets on 1st Set, Match Result, Set Betting 0-2 will be settled as winners/losers respectively.

Example 2. The match Benneteau vs Klein is abandoned with the score 1:1 (6:4, 0:6, 0:1) because of Benneteau retiring. Bets on Federer (+3.5) will be settled as winners and bets on Nadal (-3.5) will be settled as losers, because your bet on Nadal (-3.5) could not win whatever the last set score was has the match reached its natural conclusion. Bets on Over/Under 21.5 in the match will be settled as winners/losers respectively, since any natural conclusion to the match would have resulted in at least 22 games being played. All bets on 1st Set, 2nd Set, Match Result, Set Betting 2-0, 0-2 will be settled as winners/losers respectively. Bets on Set Betting 2-1, 1-2 will be settled with odds equal to "1".

6. Should a match format (number of sets) change, all bets on the following outcomes are valid

and settled on the basis of a match result:

- Player wins in a match;
- Player wins the first set;
- Game handicap on 1st set;
- 1st set total;
- who is the first to send;
- who will win first game in match

The winning odds on other bets are to be equal to "1".

7. Handicap and total on a tennis match are specified in games.
8. When a game is not over for some reason (a match is suspended, one of the players is disqualified or refuses to play further), the winning odds on the bets are to be equal to "1".
9. In tennis matches during the final set (super tie-break) handicap and total are settled by points, but for whole match super tie-break is 1 game.
Example. Grönefeld/Peschke - Niculescu/Zakopalova. Bet "Total 21.5 Under". Game score (6:3; 3:6; 4:10 points). 3rd set will be calculated as 1 game. Total will be settled as: $6+3+6+3+1=19$. The bet is won.
10. **In tennis matches marked "champ. tie-break" or "super tie-break"**, handicap and total for the whole match will be settled with the super tie-break score.
Example. Grönefeld/Peschke - Niculescu/Zakopalova (champ. tie-break). The bet "Total 21.5 Under". Game score (6:3; 3:6; **4:10 points**). Total will be settled as: $6+3+6+3+4+10=32$. The bet is lost.
Super tie-break (champ. tie-break) is played in some tournaments instead of decisive set. The winner of the match will be a player (pair) who wins 10 points providing that he (she) will score 2 points more than the opponent.
11. The bet on "The sets score". The corresponding columns are designated in the Sports line as 2:0, 2:1, etc.
12. The bet "Who passes further". It is necessary to name a tennis player in the specified pairs, who will pass further in a tournament draw. If both tennis players are disqualified from a tournament, the best tennis player shall be considered the one, who has passed further in a tournament draw; if both tennis players are disqualified in one round, the winning odds are to be equal to "1". In case a tennis player refuses to play in a tournament before its beginning, the winning odds are to be equal to "1".
13. The bet "Winner". A winner is a tennis player (team) that takes the first place in a tournament. In case a tennis player refuses to take part in a tournament before its beginning, the winning odds on bets on him are to be equal to "1".
14. The bet "Winner of a game". It is necessary to name a player who wins in a game. Consecutive numbering of games are valid only within a set. The bet "Game (8), 2nd Set" with the score of 6:1 will be settled with the odds equal to «1» (refund), as there was no 8th game.
15. Tie-break is considered to be a separate game.
16. The bet "Points". Point – ball drawing (who will win one point by serve).
Example: "Point 4th (8 game) wins 2" (Second player wins 4th point (serve) in 8 game). 8th game is played in the following way:
 - 1st point: 0-15 (second won)
 - 2nd point: 15-15 (first won)
 - 3rd point: 15-30 (second won)
 - 4th point: 15-40 (second won) – bet is won.
17. The bet "Score of the first set". It is necessary to predict an exact score of the first set. If the first set is not over, the winning odds on the bet are to be equal to "1".
18. The bet "Tie-break in the match". If a match is not played to its end for any reason and a tie-break is played, the bets "Tie-break in the match - Yes" are successful and the bets "Tie-break in the match - No" are lost. If a match is not played to its end for any reason and a tie-break is

not played either, the winning odds on the bet are to be equal to "1".

19. The bet "A player is the first to use Electronic Review". It is necessary to name a tennis player who is the first to use Electronic Review. If both tennis players do not use Electronic Review, the winning odds on the bet are to be equal to "1".
20. In case there is a spelling error of sportsman initials in a tennis match in the Sports line (e.g. Muller J. is written as Muller D.), it does not constitute grounds for bet cancellation and a bet will stand.
21. The bet "Tie-break score in set". By score set 6:6 tie-break is played to determine the winner of this set. In tie-break set it's played up to 7 points (the score may be 7:5, 7:4 etc.)
22. The bet "(...) will win with another score". In this bet it's necessary to determine the win of one of the players in tie-break after score 6:6 (super tie-break after score 9:9) .
Example. Klein (AUS) – Klec (SVK). The bet: 1st wins with another score.
 1. Tie-break is over by a score (7:3) – loss
 2. Tie-break is over by a score (8:6) – winning. (i.e. 1st palyer wins after score 6:6)
23. The bet "Tie-break score in the match". In this bet it's necessary to determine the correct score in a tie-break.
24. The bet "Tie-break(super tie-break) in the match" is played up to 10 points (the score may be 10:8, 10:6 etc.)
25. Tie-Break Score. Any Other W1(W2). Tie-break win with another score of the proposed list.
26. If a match is not played to its end for any reason and a tie-break in match or set is not played either, the winning odds on the bet are to be equal to "1".
27. The bet "Set Finish 6:0 (0:6) In The Match - Yes". The bet is considered to be win if set score will be (6:0) or (0:6).
28. Player Trail With 0-1 Sets Back And Win. The bet will be settled as a win if one of the players loses first set, but wins the match.
29. Bets on "Scoring times". **Example "1st>2nd"**, bet will be settled as a win if it is played more games in the 1st set than in the 2nd one.
30. Bets on game that was played as tie-break settled as refund (with the odds equal to "1"). Bets on game have continuous numbering.
31. Match statistics (number of aces, double faults, percentage of the first serve winning etc.) are taken from official sites of tournaments.
32. Extra bets (number of aces, double faults, percentage of the first serve winning etc.) are settled in the following way: events, which are definitely determined by the time of a match interruption are accepted for bet calculations. For other bets the winning odds are equal to "1".
33. Match point - the final point that must be won to win a match in tennis.
34. The bet "1 break - 1 Player". Bet will be settled as a win if 1st Player wins the 1st game on opponent's serve (break-point - is an opportunity win game on opponent's serve).
35. The bet "Number of points in the 1st game Total (5,5) Over" - is a bet on number of points in the 1st game, i.e. by calculation (40:30) it was 6 points, therefore this bet is lost.
36. For bets "Highest scoring period" only 1st and 2nd sets are taken into account. The bet "The highest scoring period - Draw" will be settled as a win if the score is, for example, 6:3, 3:6, 6:4.
37. Bet "Total of the highest/lowest scoring set". Bets on totals will be settled according to the tennis tournament regulations (game up to 2 or 3 victories).
38. The bet "Who will convert the most break points in the match" is given three outcomes in the Sports line: "Player 1", "Player 2", "No one". In the case of equality of brakes in the match, the winning bet is "No one".
39. The bet "Player will win his serve from 0-40 - Yes" would win, if the player had being lost 0-40 and won 41-40 of his serve.
40. The bet "The first computer repeating will be successful (Yes/No)". If both players do not use a computer repeating, the winning odds are equal to "1".
41. **FAST4** or up to 2 sets won (of 3 sets) or up 3 sets won (of 5 sets). Set held up to 4 games won,

with the score 3:3 the tie-break is played up to 5 points without a difference of two points (ends with the score 5:4). In the tie-break with the score 4:4, the player (pair) at a reception selects the field (right or left), in which the serve is carried out. In the tie-break after 4 played out points the change of sides occurs.

16.25. Floorball

1. Floorball - a type of floor hockey, is an indoor team sport.
2. All markets are based on the result at the end of normal time for each relevant period, (60 minutes play, 3 periods of 20 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
3. Extra time and penalty shootouts are counted on bets for markets To Qualify, Winner etc.
4. In the event of a match starting but not being completed, all bets will be settled with odds of "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
5. A match must be played for at least 50 minutes for bets to stand. In this case all bets will be settled on results of a match interruption.
6. As agreed with the organizing officials, it allowed shortening time, however no less than 2 times of 15 minutes and intermissions may be given by the administrating authority. Please use various independent sources of information.

16.26. Football

1. All markets are based on the result at the end of full time (90 minutes play, 2 halves of 45 minutes plus official added time), unless specifically detailed otherwise ("extra time"). Extra time and penalty shootouts are counted on bets for markets To Qualify, To Be Promoted, Winner etc.
2. A match must be played 80 minutes for bets to stand, unless the market has already been determined.
3. The format of friendlies FIFA regulations in accordance with matches duration:
 - 1st 2nd 3rd junior teams 80 minutes (2x40),
 - 1st children's teams 70 minutes (2x35), all bets are settled on the result at the end of normal time for each relevant period(70 minutes)
 - 2nd and 3rd children's teams 60 minutes (2x30), all bets are settled on the result at the end of normal time for each relevant period (60 minutes)Regulations are applied before the beginning of the tournament. Before placing a bet on friendlies, it's necessary to specify regulations of a game on independent sources of information.
4. The calculation of corners in RPL (Russian Premier League) is produced on the third day of the match end. In the absence of official data on the number of corners on the websites that indicated in p.22 "Main sources of information", bet calculations are made with odds are equal to "1".
5. As for the bets "Head-to-head on the results of the championship" for tournaments with the participation of football national teams (World Championship, Europe Championship) the priority is given to a stage reached by teams.
6. Such bets as "What team will score more goals", "What team will score (miss) the fewest (the

most) goals" for soccer World and European Championships are settled including extra time, not including penalty shootouts. At equal number of scored (missed) goals bet calculations are made with the odds equal to "1".

7. Bets on football matches marked by "extra time" are calculated not including penalty shootouts. Bets on penalty shootouts are accepted separately (penalty shootout).
8. Bets on event "Home (goals) - Away (goals)" are valid only for the championship and date that indicated in the coupon. (see. Example of bet slip). The bet "**Home (goals) - Away (goals) (09.02.2014 | 04:30)**" - this bet is valid for football matches that will start at 4:30, February 9.
9. First corner - it is necessary to predict, which team is the first to send a corner kick.
10. More corner kicks will be sent - it is necessary to predict, which team sends more corner kicks during a match.
11. Total corners - it is necessary to predict, over or under of the specified total both teams send a number of corner kicks during the match.
12. **Bet on yellow cards (marked YC).** Yellow card totals, yellow card handicaps - cautions to field players and a goalkeeper are only rewarded. By calculation the number of yellow cards in the match, second booking (sending-off) is ignored.
13. Yellow and red cards shown to field players and a goalkeeper after the final whistle are not considered by calculations of bets. If a yellow card is shown by the referee at half time for a foul committed in the first half (a "delayed yellow card"), the card will be considered as shown in the first half.
14. **Bets on yellow and red cards (abbr. YRC or cards)** are considered as: a yellow card is 1 card, red card is 2 yellow cards. Second yellow card is ignored and considered as 1 red card. i.e. one player can have no more than 3 cards for match.
15. The number of yellow and red cards, corners, goalposts and crossbars is determined by the video stream. If the stream was interrupted or was not carried by the channels, the number of yellow, red cards and corners is taken from the official sources. All the other statistics (offsides, fouls, substitutions, etc.) are taken from official sources only. Substitutions made in the 46th minute according to the official source are considered to be made at the half-time break. A corner which was replayed counts in the calculations as one shot. Only shoted off corner kicks are counted during the calculation of total corners.
16. **Posts and crossbars.** Only when the crossbar/post is hit by the opposite team and the ball remains in play will such hits count for betting purposes (for example, if the ball has hit the player, the referee, another post or crossbar). A post or crossbar will not count in the following events: the match had been interrupted before the ball hit a post or the crossbar; the ball was out of the field or was scored (a goal) after hitting a post or the crossbar.
17. **Shots On Target.** Shots which hit the crossbar/post or which are blocked are not counted when this bet is settled.
18. **Shots on goal.** For bet settlement purposes, all shots on and off target, as well as blocked shots count.
19. Bets on statistical indicator can be settled within 1 hour at the moment of a match ended.
20. Bet "First team will score 1st goal to 78 minute - Yes" - It is necessary to predict that first team will score their first goal in this time interval. If a goal will score on 78 minute, goal will be considered by calculating of bets.
21. Bets on QUICK EVENTS: "Total In The Interval From () To () Minute", "Handicap In The Interval...", "Outcome In The Interval...". The Customer should determine the number of goals in the specified time interval.
 - In the interval from 40:00 to 44:59 the total number of goals will be calculated excluding stoppage time;
 - In the interval from 85:00 to 89:59 the total number of goals will be calculated excluding stoppage time;
 - In the interval from 10:00 to 19:59, if the goal is scored in the 20th minute, it will count

for bets within this interval.

22. The bet "To score a goal (David Villa)". The bet will be settled as win, if the player takes the field and will score a goal. Own goal is not included. If the player does not take field then the bet is calculated as refund with the odds are equal to be "1". Bets are valid for players of main lineup (if it were bets on substituted player, then such bet slips will be settled with the odds of "1")
23. The bet "Will score 1st Goal (David Villa)". The bet will be settled as win if the player takes the field and will score 1st goal. Own goal is not included. If the player takes field when the score was opened or has not taken the field, then the bet is settled as refund with the odds are equal to be "1". Bets are valid for players of main lineup (if it were bets on substituted player, then such bet slips will be calculated with the odds of "1")
24. Bet "Player will score under/over 0,5". Bets are valid for players of main lineup (if it were bets on substituted player, then such bet slips will be calculated with the odds of "1")
25. Time of First/Last Goal. If a match is abandoned before the first goal is scored, all bets placed on the first goal being scored in the period of time (1-30 minutes etc.), up to but not including the time of abandonment are lost.
26. Double (hatrick, poker) in the match - it is necessary to predict, whether one soccer player scores exactly 2 goals (double), 3 goals (hatrick), 4 goals (poker). Own goal is not included. If the hatrick was scored the bet on "Double - Yes" will be calculated as lost.
27. Penalty: Yes/No it is necessary to predict, whether penalty kick is awarded in a match or not.
28. Penalty or sending off (yes). The bet will be settled as win, if it was penalty and sending-off in the match.
29. Bet on "Time: 1x2". Bets are accepted on the 1st half.

Example. "The first half tow in 2 - yes". Bet will be settled as win, if the 2nd team will win 1st half.
30. Multi corners. In this bet the number of corners in the first half multiplied by the number of corners in the second half. For example, there were 5 corners in the 1st half and 7 corners were in the second half. Accordingly, the result will be $5 \times 7 = 35$.
31. Bet "**Second team wins in penalty - Yes**". The bet is settled as win if there was a penalty shootout and the second team won. The bet will be calculated as lost if there was no penalty shootout or the second team did not win in it.
32. Bet "The Highest Scoring Period".

"The highest scoring half - 1st Half" - goals total in 1st half is more than that in 2nd half.

"The highest scoring half - 2nd Half" - goals total in 2nd half is more than that in 1st half.

"The highest scoring half - Draw" - goals total in 2nd half is equal to that in 1st half.

33. **Russian Championship. Premier League. Bets on "Home-Aways" will be settled at the end of the tournament.**

"Russian Championship. Premier League Home (goals) - Away (goals) (21.03.2014 | 19:00), Draw 2-2 yes" will be settled as win if at least one of the game of this tour will come to an end with the score 2:2.

The bet "Russian championship. Premier League Home (goals) - Away (goals) (21.03.2014 | 19:00), 1st goal from 1 up to 5 min - Yes" will be settled as win, if at least in one of the game of tour will the 1st goal scored from 1 up to 5 min.

The bet "Russian championship. Premier League Home (goals) - Away (goals) (21.03.2014 | 19:00), Time-Match W2W1 or W1W2 - yes" will be settled as a win if at least in one game of the tour the leader will be changed.

34. Bet "After the final whistle ... has the ball". It is necessary to predict the player of which team will have the ball at the moment of the final whistle.

35. **Bets on a certain player "First to happen":** (Kosta D.) does not score a penalty; (Kosta D.) YC or sending-off; (Kosta D.) will be substituted; (Kosta D.) scores a goal.

The winning bet will be the one, which has predicted the event that was the first to happen. E. g. at 15th minute Kosta D. was given a yellow card; he scored a goal at 30th minute, at 40th minute he was substituted. Bet "(Kosta D.) YC or sending-off" will be settled as won, all the other outcomes will be lost. If the player has not taken the field, all the bets will be refunded (calculated with the odds equal to "1").

36. **Special bets. Coach's next resignation.** If there were more than one coach's resignation a day, the one that was published at the team's official site first is considered to be the first. All bets, placed after the coach's resignation, are settled with the odds equal to "1". Time and date of the resignation are taken from the official site of the team, which has cancelled the contract with the coach.

37. **Football. Head coaches.** The coach assigned to the post of the acting head coach, is not counted. If a coach, who was not on the list, is appeared on the head coach post, all bets stand. If a new FC director is appointed, it will not be taken into account calculating the bet on permanent coach.

38. **Football. Players.** Rent of players is not counted. If the player did not leave the club for a specified transfer window, the bets will stand and will be settled as a loss. If a player signs an agreement with the club, which is not in the outcomes, all bets will stand and will be settled as a loss. If all the contracts or other similar agreements confirming the transaction will be completed one day too later than specified in the bet slip, they will not be taken into account.

39. **Bets on penalty shootouts.** If 5th shootout is not scored then, according to the game

situation:

"Team 2 scores its 5th penalty - No" - refunded;

"Team 2 scores its 5th penalty - Yes" - refunded.

40. **Scorecast and team will win with score.**

To win this bet it is necessary to name the player, who will score the first goal and the match score (including the additional time). If the player has not participated in the match or has taken the field after the first goal the bet will be settled with the odds equal to "1". If the first goal is an own goal, the bet on the player who has scored this goal will be settled with the odds equal to "1". If the match was interrupted after the first goal and not finished within the period stated by the rules, the bets on the player who scored this goal will be settled with the odds equal to "1".

Bet 1 "Adam Lallana has scored 1st goal and Team 1 has won with the score 1-0 - Yes"

Bet 2 "Dejan Lovren will score 1st goal and Team 1 will win with the score 1-0 - Yes"

Example 1.

Adam Lallana has scored 1st goal and Team 1 has won with the score 1-0 :

Bet 1 - won

Bet 2 - loss.

Example 2.

Adam Lallana has not taken the field and Team 1 has won with the score 1-0 :

Bet 1 - refunded

Bet 2 - loss.

41. **Accumulator outcomes.**

It is a bet on football, which includes two or three outcomes, for example:

"2.5 goals under and 4 cards under"

"W2 and 10 corner kicks under and 4 cards under".

The bet is considered to be won, if all the outcomes specified in this event coincide.

Bets on matches are accepted and settled on regular time plus official added/injury time. "Extra time" is not counted.

Re-shooted corner kick will be counted only once.

The second violation, which is the cause of a card, will be counted as one card. Example: if red card is shown after the yellow one, only one card is counted. Cards shown to players on the field are taken into account.

If one of the parameters of the bet coincides with the offered option, there is no a return with the odds equal to "1" for the "Accumulator outcomes" bet. Example: " 10 corner kicks under and 4 cards under" - 9 corner kicks and 4 cards on the statistics. The bet will be calculated as a loss.

42. **Alternative outcomes. Total points received for cards in the match.** This bet offers to predict the number of points scored by teams in the match. Bets are accepted on regular time.

- Cards shown to players on the field are counted.

- For each yellow card are credited = 10 points.
- For each red card are credited = 25 points.
- Maximum points for the second violation, which is the cause of a card, will be equal to 25 points - it will be given, if the red card are shown after the yellow one.

42. **Alternative outcomes. Team`s performance.** This bet offers to predict a number of points scored by a team in the match. Bets are accepted on regular time. Cards shown to players on the field are counted. A re-shot off corner kick will not be counted as the next corner kick, and the new 3 points are not charged.

Points are credited in the following way:

- For each goal scored = 10 points
- Will not score = 5 points
- For each corner = 3 points
- For each red card = - (minus) 10 points

43. **Alternative outcomes. Points, the first 5 minutes.** Bets placed on the first 5 minutes will be settled on the basis of the events from 0:00 to 4:59.

- A re-shot off corner kick (and etc.) will be counted only once.
- A penalty, which is re-shot by the referee's decision, will be counted once.
- Maximum points for the second violation are 10 points. These points can be earned, if a red card is shown immediately after a yellow card. The cards shown to players on the field are counted.

Points are credited in the following way:

- For each goal scored = 10 points
- For each corner = 3 points
- For each awarded penalty = 10 points

- Each red card shown = 5 points

44. **Alternative outcomes. Total points over a match.** This bet offers to predict a number of points scored by teams in the match.

- A re-shot off corner kick (and etc.) will be counted only once.
- A penalty, which is re-shot by the referee's decision, will be counted once.
- Maximum points for the second violation are 13 points. These points can be earned, if a red card (10 points) is shown immediately after a yellow card (3 points). The cards shown to players on the field are counted.

Points are credited in the following way:

- For each goal scored = 10 points
- For each corner = 3 points
- For each awarded penalty = 10 points
- For each yellow card shown = 3 points
- For each red card shown = 10 points

45. **Cards. Statistics.** Bets are settled on the basis of the regular time. The cards shown to players on the field are counted.

The first card. Bets are settled on the basis of occurred events within the limited period in the match. Red or yellow cards must be shown in the defined period in the match. The card will not be counted, if it is not shown in a certain period of time, it is shown after it.

Total cards. It includes additional/injury time. Overtime is not counted, unless otherwise specified. Only one card will be considered for the second violation, i.e. only one card is counted, if a red card is shown immediately after a yellow card. It means, that the maximum number of cards, which can get one player, is equal to 2.

The last card. If there are no cards in the match, a winning choice - No cards. The other bets will be settled as loss. If two or more players are involved in the same incident, the market will be calculated according to the last shown card.

46. **Football 8x8. Playing time** - two equal halves of 30 minutes (if a referee and both participating teams have not agreed another variant). Any agreement on changes in playing time (i.e. the reduction of each half up to 25 minutes because of insufficient light) should be reached before the beginning of the game and must comply with the competition rules.

- **Half-time** should not exceed 10 minutes. Duration of half-time may vary according to agreement between referee with teams.
- **Duration of extra time** can be determined only by a referee.
- To perform **10 meter kick** at the end of each half of the main or added time, extra time is assigned.
- **Extra time.** Game policy may contain provisions of two added equal halves.

47. **Alternative matches.** In these bets the results of teams in stated matches, which are streamed Live, are compared. If one of the matches was postponed (did not take place), if there was a technical failure, then bets on alternative matches will be calculated with the odds equal to "1" (return).

Example. Alternative match. Sampdoria - Verona W1. Real matches Sampdoria-inter score 2:0; Udinese-Verona 0:2. The score of the Alternative match Sampdoria - Verona was 2:2. The bet will be calculated as loss, for the alternative match ended in a draw.

Alternative doubles. All the teams, listed in this type of event, play at the same time. The final score of the specified team is taken into account.

Example

Eintracht/Borussia - Schalke/Hoffenheim Total 2.5 Under

Eintracht-Schalke ended with the score 0:0, Borussia-Hoffenheim ended with the score 2:1. Total score Eintracht/Borussia will be (0+2=2). Total score **Schalke/Hoffenheim** of this double will be 1 goal=0+1. The total score of the double match Eintracht/Borussia - Schalke/Hoffenheim will be 2:1. Victory of the first double by 1 goal superiority. Total of the Alternative double match was 3 goals.

48. **FIFA. The next President.** A president acting temporarily as President, is not taken into account.

49. **Football. Teams. Special bets. Players.** Bets on player's statistics are counted being a member of the team. A player must take part at least in one match.

Example.

Chertanovo/Krasnodar II - MFC Nikolaev/Real Pharma Total 5 Over

FC Chertanovo finished the match with the score 1:0, FC Krasnodar II finished the match with the score 0:0. Total score Chertanovo/Krasnodar II will be (1+0=1). MFC Nikolaev - Real Pharma match finished with the score 1:2, the total score of these doubles are 3 goals. The total score of the doubles Chertanovo Moscow/Krasnodar II - MFC Nikolaev/Real Pharma is 1:3. The win of the second doubles are 2 goals difference. Total - 4 goals.

Example. Football. Liverpool. The 2015/16 season. Premier league. Players. Total yellow cards. Only Liverpool's yellow cards are counted. A player must take part at least in one match.

50. Football. Statistics of the first and second matches. Outcomes are the results of two matches. The

bets will be settled at the end of the second matches.

51. Number of team's titles in 2015/2016. The titles for Championship, Cup, UEFA Champions League, UEFA Europa League are taken into consideration.

52. Markets "How a goal will be scored". The following regulations will be considered by calculating of bets:

- Own goal – a bet will be winning, if the scored goal was an own goal.
- Free-kick goal – a bet will be winning, if a goal was scored from a free-kick by a player, and if the goal was scored from a corner.
- Penalty goal – a bet will be winning, if a goal was scored from a penalty by a player.
- Header – a bet will be winning, if the last touch of the ball was made by a player's head, who authored the goal. Own goal is not counted.
- Footer – a bet will be winning, if a goal was scored with a foot. A free kick goal, penalty and own goal not taken into consideration. If the goal is scored with any part of the body, except the head, it is considered that such a goal is scored with a foot.
- No a goal – a bet will be winning, if the first (next) goal is not scored.

53. Bet "Position Of Goalscorer" will be settled according to the official position of the player. The position is determined on the <http://www.transfermarkt.co.uk/> website, in the field "Main position"(Defenders: Centre-Back, Left-Back, Right-Back; Midfielders: Defensive Midfield, Central Midfield, Attacking Midfield, Right Wing, Left Wing; Forwards: Secondary Striker, Striker, Centre-Forward).

54. The bet "Players comparison by score" is accepted on regular time. If a player did not come out in the starting squad, the winning odds are equal to "1".

55. The "Match statistics» bet is settled based on the results of valid matches played in the group stage.

56. "Distance run by player in the match", "Distance run by team in the match" are given in kilometers and settled including extra time (not including penalty shootouts). The distance run will be rounded to the nearest hundredth.

57. The "Match statistics» bet is settled based on the results of valid matches including extra time (not including penalty shootouts and own goals) played in the group stage and Play-off matches. The "Players statistics" bet is calculated including extra time.

58. Results. Higher On The Results Of The Championship (Players). Results are decided in this order: stage of elimination, conference position, regular season points, regular season goal difference, regular season goals scored.

59. **Number of player's goals (in a season, series).** Bets are settled with the odds equal to "1", if a player switch to another League. If a player is not declared in the starting line-up, bets are calculated with the odds equal to "1".

60. **Results. Higher On The Results Of The Championship.** Results are decided in this order: stage of elimination, conference position, regular season points, regular season goal difference, regular season goals scored.

61. **The market "Who will score most goals"(in a championship or tournament)** covers regular time and extra time, not including penalty shootouts. If a player does not come out in the starting squad in one of the matches, bets on that player are settled with the odds of 1.00.

62. **Tournament. "Player will receive "Golden Shoe "**. The bet is accepted based on the extra time(not including penalty shootouts and own goals). Results are decided in this order: stage of elimination, conference position, regular season points, regular season goal difference, regular season goals scored.

63. **"Which team will score first goal the earliest"**. It is necessary to determine the team, which will score the first goal the earliest. If the first goal time of several teams is the same, bets on the teams will be settled as a win.

64. **"Who Will Be Sent To The Stands"**. You need to guess which manager will be sent to the stands by the referee.

65. **"Player on Team"** will be settled on the results of valid matches. If a player did not take part in the match or was not in the lineup, the bet is settled with the odds equal to "1". If there is RC or Substitution, all bets stands.

66. **Alternative wins.** The bet will be settled on the results of valid matches. If one of the matches was postponed (did not take place), if there was a technical failure, then bets on alternative matches will be calculated with the odds equal to "1" (return).

67. **Market: "Medical team will enter the field"**

The medical team is considered to have entered the field only if the referee grants permission and they actually provide assistance to a field player (bandaging, diagnosing sudden cardiac arrest, cardiopulmonary resuscitation, medical evacuation, etc.).

Simultaneous entry of a medical team for players from two different teams when settling bets will be considered as one entry of the medical team.

16.27. Futsal

1. All markets are based on the result at the end of normal time for each relevant period, (40 minutes play, 2 halves of 20 minutes).

No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.

2. Extra time and 6-metre shootouts count on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.

4. A match must be played for at least 35 minutes for bets to stand, unless the market has already been determined.

16.28. Field hockey

1. All markets are based on the result at the end of normal time for each relevant period, (70 minutes play, 2 halves of 35 minutes or 4 quarters of 17 minutes 30 seconds).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time and penalty shootouts count on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are settled with odds equal to "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 60 minutes for bets to stand, unless the market has already been determined.
5. Indoor hockey. The game is divided into 2 periods of 20 minutes.

16.29. Bandy

1. All markets are based on the result at the end of normal time for each relevant period, (90 minutes play, 2 halves of 45 minutes or 3 periods of 30 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time counts on bets for markets To Qualify, To Be Promoted, Winner etc.
3. In the event of a match starting but not being completed, all bets are settled with the odds equal to "1", except for the markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 80 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.
5. Inline hockey. The game is divided into 4 periods of 12 minutes.

16.30. Ice hockey

1. Bets on matches are accepted on:
 - Regular time (60 minutes play, 3 periods of 20 minutes);
 - Regular time including OT (marked by "OT");
 - Regular time including OT and shootouts (marked by "OT" and shootouts).
2. Live Bets are accepted on regular time only.
Live Bets on NHL and KHL matches are accepted on:
 - Regular time;
 - Regular time including OT (marked by "OT");
 - Regular time including OT and shootouts (marked by "OT" and shootouts).**Example 1.** Buffalo Sabres - Toronto Maple Leafs (inc OT and shootouts). In this case bets on match are accepted on regular time including OT and shootouts. Match score 2:3 (1:0, 1:1, 0:1,

0:0, 0:1). All outcomes will be settled in terms of final score 2:3. Total for this match will be equal to 5.

Example 2. Buffalo Sabres - Toronto Maple Leafs (inc OT). In this case bets on match are accepted on regular time including OT. Final score for this match is 2:2 (1:0, 1:1, 0:1, 0:0). Total for this match will be equal to 4. Bets on victory of 1st or 2nd teams will be settled as lost.

Example 3. Buffalo Sabres - Toronto Maple Leafs. In this case bets on match are accepted on regular time only. Final score for this match is 2:2 (1:0, 1:1, 0:1). Total for this game will be equal to 4. Bets on victory of 1st and 2nd teams will be settled as lost.

3. In the event of a match starting but not being completed, all bets are settled with odds equal to "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 55 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.
5. Teams NHL, AHL, CHL, OHL, WHL, East Coast Hockey League in North America can be located both direct and inverted sequence as well. (Home-Away). In case of reverse position bets will be not refunded.
6. Bet "Total". Number of scored pucks in penalty shootouts are taken as 1 goal in calculation of bet in match including penalty shootouts.
7. "Goal from 1st to 7th Minute". If a goal was scored at 7th min. 00 sec., then it is considered to be scored at the eighth minute.
8. As for the bets "Head-to-head on the results of the championship", "Goals Missed", "Total points", "Total goals", "Winner of the Championship", "Winner of the Group" bet calculations are made according to final ranking data, a table of organizing officials.
9. At equal results of compared periods bet on comparison "One of the periods has more scoring" is considered to be lost.
10. Bet "Top goalscorer of the tournament" is determined by official protocol data under the system (goal+pass). All bets are accepted including overtime without shootouts. If a participant, a member of a team, didn't take part in a match, the winning odds on bets on him equal to "1". If number of points is equal, the winning odds equal to "1".
11. Bet "Wins the match and Total Over (Total Under)". To win this bet it is necessary to determine which of the teams wins a match and how many goals will be scored: more or less than it is given in the Sports. Bets on NHL and KHL are accepted on regular time without bullets, unless otherwise specified in the Sports line. Bets on other championships and international contests are accepted on regular time, unless otherwise specified.
12. Three points race (five points and etc.) - it is necessary to determine which of the players is the first to score the specified number of points in a set. In case one of the players for any reason refuses to play further before he or his rival scores the specified number of points, the winning odds equal to "1".
13. The bet "Team 2 will win in OT - No" will be settled as win: if there was not overtime in the game; if Team 2 will lose in OT. Bets on win including penalty shootouts are settled similarly.
14. The bet "To win in extra time". The winner should be determined in (OT)
The game score (0:0, 1:1, 1:0) - loss.
The game score (0:0, 1:1, 0:0; 0:1) - win.
The game score (0:0, 1:1, 0:0; 0:0; 1:0) - loss.
15. Bets on LIVE events marked "Penalty Time" are accepted on the number of penalty minutes for which players were penalized for violations. Only 2-minute penalties are taken into account. Penalty minutes awarded before the start or after the end of a period (match) and recorded in the official match report are included in bet settlement. The number of penalty minutes is determined solely based on the official match report.
16. Bets on LIVE events marked "Penalty Time" are accepted on the number of penalty minutes for which players were penalized for violations. All penalty minutes are taken into account. Penalty

minutes awarded before the start or after the end of a period (match) and recorded in the official match report are included in bet settlement. The number of penalty minutes is determined solely based on the official match report.

17. Bets on events marked by "Shots on goal" Number of shots is determined only by official data.
18. Player total (ice hockey) - it is necessary to predict an individual total of a player with both goals and assists included. All bets on individual total of players are accepted on regular time only, shootouts are not included. If a participant, a member of a team, didn't take part in a match, the winning odds on the bets on him are equal to "1".
19. Bet "Scores first and wins the match". Bets on NHL and KHL are accepted on regular time only.
20. The bet "First team to score a goal first and win the match - NO". This bet will be settled as win, if team will not score a goal first or will not win the match.
21. The bet "Total On The Time Interval from 6 to 8 - No".
Example:
"Total on the time interval from 6 to 8 - No". Game score (2:3), total=5, win.
"Total on the time interval from 6 to 8 - No". Game score (3:4), total=7, loss.
22. Total goals scored during powerplay. It's necessary to predict the number of total goals score during powerplay.
Example. 1st Team has scored 1 goal during powerplay, 2nd Team have scored no goals during powerplay. Therefore only 1 goal was scored during powerplay.
The bet "Total goals scored during powerplay UNDER 1.5" - win.
The bet "Total goals scored during powerplay OVER 1.5" - loss.
23. The bet "An Empty Net Goal" is settled as win, if the goalkeeper was not on the ice hockey rink at the moment of goal was scored (substituted by an extra attacker).
24. The bet "Total Hat-tricks 0,5 Over" - only score goals are settled (passes are not considered).
25. The bet "Highest Scoring Period"
"Highest scoring period - 1" - Most pucks will be scored in 1st period than in 2nd or 3rd period.
"Highest Scoring Period - 2" - Most pucks will be scored in 2nd period than im 1st or 3rd period.
"Highest Scoring Period - 3" - Most pucks will be scored in 3rd period than in 1st or 2nd period
"Highest Scoring Period - draw" - At least the same number of pucks will be scored in two periods.
26. Bets on KHL matches – Nadezhda Cup are accepted on regular time only. Match result is determined in regular time of the match (draw is allowed).
27. Bets on RHL East matches can be settled within 72 hours at the end of match.
28. **Results. Higher On The Results Of The Championship.** Results are decided in this order: stage of elimination, conference position, regular season points, regular season goal difference, regular season goals scored.
29. Bet "Winner of the match" is settled according to regulations of tournament. Example, bet on NHL matches is calculated including OT and shooutouts.

30. Bets on the World Championship "Group Winner," "Statistics." Statistical indicators will be calculated using the teams' results, including overtime (OT) but excluding shootouts (SO). **Alternative matches.** In these bets the results of teams in stated matches, which are streamed Live, are compared. If one of the matches was postponed (did not take place), if there was a technical failure, then bets on alternative matches will be calculated with the odds equal to "1" (return). **Example. Alternative match. Avangard - Sibir Total 5.5 Over.** Real matches Avangard-Sibir score 4:1; Metallurg - Sibir 1:2. The score of the Alternative match **Avangard - Sibir** was 4:2. The bet will be settled as win, for total of the alternative match is equal to 6. **Alternative doubles.** All the teams, listed in this type of event, play at the same time. The final score of the specified team is taken into account.
- Example.**
- Torpedo /SKA - Dynamo/CSKA Total 7.5 Under.** Torpedo - SKA ended with the score 3:2, SKA - Dynamo ended with the score 2:1. Total score Torpedo/SKA will be (3+2=5). Total score Dynamo/CSKA of this double will be 3 goals=2+1. The total score of the double match Torpedo/SKA - Dynamo/CSKA will be 5:3. Total of the Alternative double match was 8 pucks.
31. **Best scorer.** Least to most valuable criteria: tournament points scored, pucks, played the last matches(not including OT and Shootouts).
32. **The bet "Total Minor Penalties"**. A number of awarded minor penalties is calculated.
33. **"Total Goals Scored By A Player"**. It is necessary to determine a total number of goals (not including own goals).
34. "Leader for the plus–minus statistic (with OT)". In ice hockey, it measures a player's goal differential. When an even-strength goal or shorthanded goal is scored, the plus–minus statistic is increased by one ("plus") for those players on the ice for the team scoring the goal; the plus–minus statistic is decreased by one ("minus") for those players on the ice for the team allowing the goal.
35. Power play or penalty shot goals are excluded. An empty net does not matter for the calculation of plus–minus. All statistic details will be taken on the website <http://www.khl.ru/players/>.
36. "Video Review Will Occur" - any review of a disputed moment replay will be taken into account.

16.31. Bowls

1. Set and Match Betting: The full number of sets required to win the match must be achieved. If circumstances, for whatever reason, prevail so the match is awarded to a contestant before this is achieved, the set betting on that match will be void unless further play could not affect the result.
2. In the event of a match being awarded to a player before the full number of sets is played, the

match bets will stand on the official winner, so long as at least (one end) has been completed.

3. In the event of any of the named players in a match changing before the match starts then all bets will be void.
4. In the event of a match starting but not being completed, the player that progresses to the next round will be deemed the winner.

16.32. Chess

1. All bets are based on the official game result. The match result is decided by the results of all games of the match.
2. If upon the completion of a tournament several players share first place, and a tie-break for first place is not played or extra point are not counted, then the dead heat rule applies (Rule 7.3.3).
3. Number "1" denotes the player, having white pieces, regardless of the location of the game.
4. If a game is delayed or postponed for any reason then all bets will stand until the end of the game or the end of the tournament.
5. Handicap Betting (0). If a game finishes in a Draw all bets will be void.
6. In the case of the match format was changed, bets on this type of event are settled with the odds equal to "1".

16.33. Formula 1, Motorcycle races, Speedway

1. If the race is not completed and an official result is not declared then all bets will be void, except the cases when the outcome is already determined.
2. All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sports governing body, at the time of the podium presentation.
3. Qualification bets. For bets settlement FIA official qualifying time will be used. The time of 3rd Stage will be used for bet "Fastest racer". If there is no 3rd Stage, calculation of bets will be made in accordance official network formed FIA. In bets calculation penalties do not count. However, in accordance with FIA, time penalties in the qualifying race is taken in consideration. For bets to stand, pilots should start the 1st Stage. For bet "Fastest qualification lap 1 and 2" both pilots should start special stage for bets to stand.
4. Classification. To be classified a pilot has to finish 90% of the laps (the number will be rounded down), that were completed by the winner of the race. Pilots who retire after they have completed 90% of the laps driven by the winner are considered "classified".
5. "The race winner" (in a final ranking). The winner is a racer, who takes the first place in a race (in a final ranking).
6. "Particular place of a racer in a final protocol".
7. "Head-to-head". It is necessary to name a racer in the specified pairs, who turns faster a

distance. The best racer shall be the one, who gets the best final position in a race (in a final ranking). If both racers fall out of a race, the best racer shall be considered the one, who turns more laps; if both fall out in one lap, the winning odds are to be equal to "1". If in a final ranking a racer does not turn his fastest lap (i.e. does not exceed the test time), then his place is determined by the protocol of a final ranking.

8. "Shall complete the race - shall not complete the race". It is necessary to predict, whether a particular racer shall or shall not finish. At the same time it is considered that a racer has finished, if he is classified with fall of laps behind a leader.
9. "The fastest lap". It is necessary to predict, which of the racers turns one of the laps faster than other racers.
10. A warm-up lap is counted.
11. SPEEDWAY. If match is abandoned before full completion of meeting then all bets stand assuming the running of the match would not have affected the result, or the event is rescheduled/resumes within 24 hours, otherwise bets are void. For Handicap after Heat 8 betting, the first 8 heats of the specified fixture must be completed in full for bets to stand. Ride-offs do not count. If a match is postponed prior to its scheduled start date/time then bets will be void unless it is rescheduled to start within 24 hours. All markets will be settled based on the result after the completion of the final heat (league fixtures) or podium presentation (Individual/Grand Prix competitions). Subsequent appeals, disqualifications and point deductions do not count.
12. SPEEDWAY. Markets:
 - **Individual Heat Scores Betting.** For individual heat scores only bets are settled on the score of the heat before any points are added through the doubling-up of points.
 - **Individual Heat Winner.** All four quoted riders must start the specified heat otherwise bets are void.
 - **Next Heat Winner/Heat 13 Winner.** Prices are quoted for Team A, Team B and the Draw; for specified Heats. The quoted Heat must be completed in full otherwise bets are void.
 - **Rider Match-Ups/Handicap Match-Ups (League Fixtures).** All rides count, with all tactical points counting as normal score e.g. 3-2-1-0. Bonus points do not count for settlement purposes. Bets stand in a match-up, if both riders complete at least one heat (exclusions count). Additionally, if match is abandoned before full completion all bets are void, unless the outcome of the bet has already been determined.
 - **Rider Total Points.** All rides count, with all tactical points counting as normal score e.g.

3-2-1-0. Bonus points do not count for settlement purposes. Bets stand once a rider comes to the tapes. Additionally, if match is abandoned before full completion all bets are void, unless the outcome of the bet has already been determined. In Knockout Cup fixtures 'Man on Man' tactical rides do not count towards settlement. When Rider Total Points are offered for Grand Prix and European Championship events, settlement will be based on points accumulated in the main round (20 heats) only, and excluding the semi-finals and final ride-off.

16.34. Lacrosse

1. Bets on lacrosse matches are taken with overtime included.
2. If a goal is scored at 9 min. 00 sec., then it is considered that it is scored from the first until the ninth min., if a goal is scored at 1 min. 00 sec., then it is considered that it is scored at the first minute.

16.35. TV-Games

1. **1. Eurovision.**
"Head-to-head". It is necessary to predict a participating country which takes the highest position in a final ranking of Eurovision. In case a score is even, the winning odds equal to "1". Bet calculations are based on official site <http://www.eurovision.tv>
2. **TV-Games. Box office:** In some cases, bets can be settled in the middle of the next week till the receipt of accurate distributors' box office data.
"Game of Thrones" number of viewers - premiere series in Live without torrents, repetitions and other ones are counted only.
3. **Versus Battle** bets are accepted based on the approximate time of the beginning of a battle. The battle may take a while to start. "The winner of the match" bets are paid after the appearance of the official video.

16.36. Politics

1. Bet "The Winner". If a presidential candidate falls out before an election day or is not allowed to be elected, the winning odds are equal to "1".

16.37. eSports

1. Total and handicap bets on the rounds in respect to Counter-Strike are accepted including all possible overtimes.
2. Should any player (or team) drop out of a match (for any reason), they are deemed to be defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of "1", unless the outcome had already been determined at the time the match was stopped.
3. If a match is postponed for more than 24 hours, the company has the right to settle bets at odds of "1".
4. No bet will be canceled due to a misprint in the username of a player or a team, even if they use smurf accounts. In this event, bets will stand. No substitution of a team member, even if the same occurs during the match, will affect bets.

5. If the administrator stops a match and sets a replay, the result of the match so interrupted will not count.
6. Handicaps and totals are counted in maps, except when totals or handicaps are given in respect to a specific map or a match is held on a best-of-one basis.
7. "Map Ends In Daytime". This market is based on the game's day and night cycle. The first day starts at minute 0 and alternates with night every five minutes. Instant nighttime as summoned by the character Night Stalker due to his special ability is still regarded as day.
8. In Dota 2 and League of Legends the winner of a map or a match is declared after the throne or the nexus of either team has fallen.
9. In Dota 2, if First Blood is taken by a "tower" or by "neutral creeps", the kill won't be counted and the death will not affect the match result.
10. Dota 2 'Double Kill', 'Triple Kill', 'Ultra Kill' and 'Rampage' bets will be settled according to the highest number of consecutive frags per map. Example: if an Ultra Kill occurs and it's the highest number of consecutive frags, 'Ultra Kill - Yes' bets win and all other bets lose.
11. 'Who Will Score The Next Frag' bets (20th, 30th, 40th etc.) in Dota 2 are bets on the next frag. The winner is the team that will perform the 10th (20th, 30th, 40th, etc.) frag on the map. Example: after the score 5:4, the score is 5:5, Team 2 wins.
12. Bets on the duration of a map in minutes will be settled with regard to the seconds that have passed in each minute of the game. So if the outcome "Duration Of The Map Over 27.5" is selected, the map needs to end after 27:30 for the bet to win - i.e. at 27:35, 27:44, etc. If the map ends at 27:15, the bet loses; and if the game ends at 27:30, the bet will be settled at odds of 1.
13. Bets on individual totals in Rainbow Six are accepted excluding overtime. If teams play overtime, then all bets will be settled according to the score of 6-6.

16.38. Olympics

1. The start of the first qualifying round during Olympic Games is deemed the start of competition.
2. Bets on the number of medals will be settled on the official medal standings at the Closing Ceremony.
3. If an event is postponed, abandoned or rescheduled to another venue or day all bets will stand.
4. Head to Head Betting (athlete or team). Both competitors must start the event for bets to stand. If one competitor is forced to withdraw for any reason, their opponent will be considered the winner. If neither competitor completes the event then all bets on that match are void.

16.39. Winter Sports

1. The start of the first qualifying round is deemed the start of competition.
2. Head to Head Betting (athlete or team): Both competitors must start the event for bets to stand. If one competitor is forced to withdraw for any reason, their opponent will be considered the winner. If neither competitor completes the event then all bets on that match are void.

16.40. Gaelic Football, Hurling

Gaelic football - is a kind of football and rugby.

1. All bets are settled on the basis of the results at the end of regular time (70 minutes of the game, 2 halves of 35 minutes or 60 minutes of the game, 2 halves 30 minutes each). For all

bets to stand a match must be played up to the end, except when the results are determined at the moment of the match interruption.

2. All bets are settled on the basis of the match final score:
Goal – 3 points (when the ball was kicked in the net)
Point – 1 point (when the ball goes over the crossbar)
The goalpost is similar to that in football only the posts go higher above the net.

Example: Team 1 has scored 0-12 (0 is the number of goals, 12 is the number of points), and Team 2 has scored 2-5 (2 goals worth 3 points each and 5 points – 11 points altogether). The final score will be 12-11 and Team 1 wins.

16.41. E-Sports FIFA

E-Sports Football is a stream of multiplayer game (football simulator).

1. All bets are settled on the result at the end of full time.
2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. Bets are accepted on regular time.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before an official event beginning and in Live on Champions League. All the matches are streamed Online.
8. **Available types of bets** (regular time)
 - Win;
 - Double chance;
 - Handicap;
 - Total (over; under);
 - Individual total of team (over; under);
 - Total(odd, even);
 - Correct score;
 - Next goal.

16.42. Counter Strike

Counter-Strike is a stream of multiplayer game (game simulator).

Bets are accepted on teams. Up to 11 wins (maximum 21 rounds).
All bets are settled on the result at the end of full time.

Round's duration - 2 minutes. All acts after that time are not taken into account.

If on maps with bomb there was not placed a bomb - Counter-Terrorists win in the round.

If on maps with hostages any hostage was not released in that time - Terrorists win in the round.

The minimum stake on any event is 0,2€.

A maximum stake is determined for each event by the betting company.

A stake can be limit on a certain event without any notification and giving reasons.

In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

Bet "Bomb Planted Yes/No" - it doesn't matter at which point the bomb was planted (before or after all Counter-Terrorists are killed). It's the fact of planting the bomb that counts.

W1 and W2 bets (in case of «Bomb Planted » are settled as follows:

- "Bomb Defused" - W1 - win, W2 - loss;
- "Bomb Exploded", W1 - loss, W2 - win.

Bets are accepted Live. All the matches are streamed Online.

Available types of bets

- Regular time win;
- Handicap;
- Total (over; under);
- Individual total of team (over; under);
- Bomb Planted;
- Round Win;
- Round Total;
- Round Handicap;
- Total Headshots** In Round;
- Individual Total Frags In Round;
- Total Frags* In Round (Even/Odd);
- Method Of Win In Round;
- Round Duration;
- Bomb Defused;
- Round win
- First Frag* In Round;
- Suicide*** In Round;
- Total headshots** in round
- Win To Nil In Round;

Frag* - a point for killing an enemy (any death on the enemy team, death by a bomb explosion included).

Headshot** - a shot in the head.

Suicide*** - death by falling from a height, death from a bomb.

16.43. E-Sports Ice Hockey

E-Sports Ice hockey is a stream of multiplayer game (ice hockey simulator).

Bets are accepted on Stanley Cup.

1. All bets are settled on the result at the end of full time.

2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limited on a certain event without any notification and giving reasons.
5. Bets are accepted on regular time.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before an official event beginning and Live. All the matches are streamed Online.
8. **Available types of bets** (regular time)
 - Regular time win;
 - Double chance;
 - Handicap;
 - Total (Over; Under);
 - Win including OT and shootouts;
 - Will there be overtime? - Yes/No.

16.44. E-Sports Fighting UFC

UFC (*Ultimate Fighting Championship*) — Mixed Martial Arts.

1. All bets are settled on the result at the end of full time.
2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limited on a certain event without any notification and giving reasons.
5. Bets are accepted on regular time.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

Win determination:

- **Submission** - victory by submission.
- **Takedown** - any successful throw.
- **Knockout KO** - a fighter is unconscious as a result of the permitted impact.
- **Knockdown** — a situation in which a fighter under the effect of a strike touched the flooring of the ring by a third support point (knee, hand)
- **Technical knockout TKO** - stoppage of a fight by a third party due to the loss of the ability to

continue the fight by fighters. Technical knockouts can be divided into three categories:

- Referee stoppage. The referee decides that one of fighters is unable intelligently to defend himself and stops the fight.
- Stoppage by a physician (physician present a ringside, decides that the further participation of one of the fighters places the life or health of the participant in danger).
- Corner stoppage. The corner second of a fighter signals stoppage of the fight.

Types of markets:

- Win
- Type of win (Points Victory; KO Victory; TKO Victory; Victory By Submission)
- The type of fighter's win (Points Victory; KO Victory; TKO Victory; Victory By Submission)
- Duration of a fight (Bout Will End In Round ())
- Totals (Total Knockdowns () O/U; Total Of Takedowns () O/U)

16.45. E-Sports Basketball

E-Sports Basketball is a stream of multiplayer game (basketball simulator).

1. All bets are settled on the result at the end of full time.
2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limited on a certain event without any notification and giving reasons.
5. Bets are accepted on regular time.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before an official event beginning and Live. All the matches are streamed Online.
8. **Available types of bets** (regular time)
 - Win;
 - Handicap;
 - Total (Over; Under);

- Individual total (Over, Under)

16.46. E-Sports Basketball (3x3 и 1x1)

E-Sports Basketball (3x3 and 1x1) involves the streaming of a multiplayer game (a basketball simulator). The two teams shoot into the same hoop until they reach 11 points. If they get to 11 points and the point difference between the teams is less than 2 points, extra periods are played. The game continues until there is more than 1 point difference between the teams.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted Live. All the series are streamed Online.
7. **Available markets:**
 - Win;
 - Handicap;
 - Total (Over/Under);
 - Total (Odd, Even);
 - Player Will Score More Than 11 Points (Yes/No);
 - Individual Totals (Over/Under).

16.47. World of tanks

"World of tanks" is a stream of multiplayer game.

1. All bets are settled on the result at the end of full time.
2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live. All the matches are streamed Online.
7. Winning team is a team that destroyed all enemy tanks (15) or captured a base.
8. If at the end of the match both bases were captured or either team destroyed all enemy tanks, a draw is counted.
9. Bets are accepted on a random tank battle in the multiplayer online game "World of tanks", where players are selected at random.
10. Score of each team - the number of destroyed (by any way) enemy tanks.

Available types of bets:

- Win;
- Handicap;
- Total by score;
- Capture the flag.

16.48. E-Sports tennis

E-Sports tennis is a stream of multiplayer game (tennis simulator).

1. All bets are settled on the result at the end of full time
2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. Duration of a game - 1 set
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before an official event beginning and Live. All the matches are streamed Online.
8. **Available types of bets. Handicap and Total are settled by games**
 - Win;
 - Handicap;
 - Total (Over; Under);
 - Individual total (Over, Under);
 - Correct score;
 - Total Even/Odd;
 - Win in a game.

16.49. Dota 2

1. Dota 2 and League of Legends - stream of multiplayer game.
2. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
3. Bets are accepted before an official event beginning and in Live. All the matches are streamed Online.
4. Dota 2 and League of Legends are settled on the fall of the throne or nexus of one of the

parties.

5. The match is considered as incompleting if its duration is 15 minutes.
6. The match is considered as incompleting if one of players leaves a game before the 15th minute of a game.
7. If one or more players leave a game before completion, but after the 15th minute, it is no a return. The match is settled in all cases.
8. Random match, it streams online, — it is played by real random players.

Available types of bets:

- W1 and W2 - the winner is a team destroyed a competitor's throne;
- Total U/O frags - total of frags of teams to the outcome of the match;
- Frags race - the first team that reaches the maximum number of frags;
- Who will kill Roshan? - the bet on the first team that will kill Roshan;
- FirstBlood - the bet on a team that will make the first frag.
- Will be picked. It is settled after all picks (10 heroes);
- Tower will be destroyed before the () second, after the () second: it is settled after First Tower destroyed if the match took place;
- (The Radiant), (The Dire) will destroy First Tower: it is settled after First Tower destroyed if the match took place. (The first team that will lose the tower is considered a loser).

16.50. Worms

1. Worms is a stream of multiplayer game(game simulator).
2. Two teams of four worms make moves by taking alternate turns using various weapons.
3. The Object of the Game - destruction of the enemy team.
4. The game ends when one of the terms is victorious.
5. All bets are settled on the result at the end of full time.
6. The minimum stake on any event is 0,2€.

7. A maximum stake is determined for each event by the betting company.
8. A stake can be limit on a certain event without any notification and giving reasons.
9. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
10. Handicap, Total and Correct score bets are accepted on worms frags.
11. If at least one worm is surviving at the time of death of the last worm of your opponent, your team wins.
12. A draw is possible, if the last worms of both teams die at the same time - in the same move.

Available types of bets

- Win;
- Handicap;
- Total (Over; Under);
- Total(Odd, Even);
- Correct Score

16.51. Cyber fighting WWE

World Wrestling Entertainment - professional wrestling (game simulator).

1. All bets are settled on the result at the end of full time.
2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and Live. All the matches are streamed Online.
7. Boxing ring is a higher fenced by ropes space.

Available types of bets

- Win. The winner is the fighter who won the belt with a suspension hanging over the ring or Money in the Bank PPV.
- Item Will Be Taken (Yes/No). Item is taken from under the boxing ring.
- Fight On The Stairs (Yes/No). The first bump on the stairs, if both fighters are on it. Stairs must be on the ring.
- Table Will Be Broken. The table is broken into pieces. The folding table is not counted. (foreign broken table is not counted).
- Second Stairs Will Be Taken (Yes/No). There are 2 stairs in the boxing ring. The same stair two

or more times thrown into the ring is considered as one stair.

- Steps Will Be Broken (Yes/No). The moment in which the steps on the corners of the boxing ring will be broken.

16.52. RANDOM LEAGUE

1. 2 teams take part in each match.
2. There are two different colored dice – one for each team.
3. The presenter rolls the 2 dice.
4. After each dice roll, the team whose die shows the highest number gets 1 point. If the points on the dice are equal then the dice are rolled again.
5. Bets are settled according to the rules of the sports stated in the bet slip.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.

16.53. E-Sports Cricket

1. FIVE 5 Matches (E-Sports Cricket) consist of one innings, maximum 5 overs per team. An over has 6 deliveries.
2. There is a draw (“toss”) at the beginning of the match. The winning team decides whether to field (bowl) or bat first.
3. The team bowling first scores runs in its 5 overs. The other team in its half of the inning plays until they score more runs than the first team or until all 5 overs are bowled in 6 deliveries.
4. The team who scores the highest number of runs wins. If both teams score the same number of runs, the team who destroys more wickets than the other wins (who had fewer dismissals of batsmen from the match). The match ends on a draw when both teams have the same number of runs and bowled wickets.
5. To calculate bets on total matches, team total, total runs and delivery the number of runs including extras are used.
6. Total Fours bets are settled on the basis of exactly 4 scored runs without extras. Fours can be scored either when a ball is not caught by the bowling team or when a batsman scores 4 runs while the ball is not out of play.
7. Total Sixes bets are settled on the basis of exactly scored 6 runs without extras. Sixes can be scored either when a ball is not caught by the bowling team or when a batsman scores 6 runs while the ball is not out of play.
8. Highest Opening Partnership bets are settled on the basis of the number of scored runs (without extras) until a batsman is dismissed the first time. If no batsman is dismissed, the result of the First Partnership is the total runs scored by the team without extras.
9. All bets are settled on the result at the end of full time.
10. The minimum stake on any event is 0,2€.
11. A maximum stake is determined for each event by the betting company.
12. A stake can be limited on a certain event without any notification and giving reasons.
13. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play,

breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

16.54. Mortal Kombat X

1. Bets are accepted on fights of two opponents. The game continues until 5 victories, maximum 9 rounds.
2. All bets are settled after the end of the fight.
3. The winner is the fighter killing the opponent.
4. The minimum stake on any event is 0,2€.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limit on a certain event without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted Live. All the matches are streamed Online.

Available types of bets

On a round:

- Win in round;
- Duration of round* (over/under);

— Will there be Flawless Victory? - Yes/No. The winner defeated the opponent without incurring any damage from the opponent or any self-inflicted damage (in some cases fighters can cause self-inflicted damage by completing some particularly dangerous attack moves). The win is ruled valid when you hear the phrase "Flawless Victory!" upon finish;

— Types of finishers: Brutality, Fatality or no Fatality(Faction Kills are considered Fatalities).

* Duration of a round is the number of seconds since the start which is obtained by subtracting the lowest number on the timer from 90 seconds (standard number on the timer at the start). Example: if the countdown stops on 74, the duration of the round is $90 - 74 = 16$ seconds.

On a tournament:

- Win in tournament;
- Total (over/under);
- Fighter's total (over/under);
- Total finishers by type (over/under).

16.55. E-Sports Handball

1. E-Sports Handball is a stream of multiplayer game (handball simulator).
2. All bets are settled on the result at the end of full time.
3. The minimum stake on any event is 0,2€.
4. A maximum stake is determined for each event by the betting company.
5. A stake can be limited on a certain event without any notification and giving reasons.

6. Bets are accepted on regular time.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted before an official event beginning and Live. All the matches are streamed Online.
9. **Available types of bets (regular time)**
 - Win;
 - Handicap;
 - Total (over; under);
 - Individual total (over, under);
 - Total Even/Odd;
 - Double chance

16.56. Rowing, Sailing

1. **Rowing.** All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

2. **Regatta.** All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of a race starting but not being completed then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

3. **Sailing.** Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. The podium presentation will determine the settlement of bets. Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers

16.57. Rocket League

1. Rocket League is a stream of multiplayer arcade game.
2. Bets are accepted on Football, Basketball and Hockey.
3. The match lasts 5 minutes. The winner is the team that scores the most goals. In case of equality of goals at the end of the match a draw is settled.
4. All bets will be settled after the actual end of the event.
5. A minimum bet on any event is equal to 0,2€.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limited on a certain event without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

9. Bets are accepted before an official event beginning and Live. All the matches are streamed Online.
10. Available types of bets:
 - Win, Draw;
 - Double chance;
 - Handicap;
 - Total (Over; Under);
 - Team total (Over; Under);
 - Total (Even, Odd).

16.58. Battlefield

1. Battlefield - is a stream of multiplayer game (simulator).
2. The game is till a victory of one of the teams. Game lasts up to lost of all points
3. Round lasts for 3 hours. If neither team loses all the points at this time - a team with the most points to be considered as winner
4. A minimum bet on any event is equal to 0,2€.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited on a certain event without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted before and official event beginning and LIVE. All the matches are streamed Online.
9. Available types of bets:
 - Win;
 - Total (Over; Under); (Total left points)
 - Team total (Over; Under);
 - Total (Even/Odd);

16.59. E-Sports Rugby

1. E-Sports Rugby is a stream of multiplayer game (rugby simulator).
2. Bets are accepted on rugby matches of traditional type (when every team consists of 15 players).
3. All bets are calculated at the end of full time.
4. The minimum stake on any event is 0,2€.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted before an official event beginning and in Live. All the matches are streamed Online.
9. Available types of bets:
 - Win;

- Double chance;
- Total (over; under);
- Individual total of team (over; under).

16.60. E-Sports American Football

1. E-Sports american football is a stream of multiplayer game (game simulator).
2. Bets are accepted on matches of a regular american football match between two teams of 11 players each.
3. All bets are settled at the end of full time.
4. The minimum stake on any event is 0,2€.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited on a certain event without any notification and giving reasons.
7. If match ends in a draw after regular time, overtime is issued. All bets will be calculated including OT.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Bets are accepted before the start of the game and LIVE. All the games are streamed online.
10. Available markets:
 - Win;
 - Team Handicap;
 - Total (over; under).

16.61. E-Sports Rallying

1. E-Sports Rallying is a stream of multiplayer game.
2. All bets are settled on the result at the end of full time.
3. The minimum stake on any event is 0,2€.
4. A maximum stake is determined for each event by the betting company.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. **Available types of bets:**
 - "Winner". The winner is a racer who takes first place in the final classification.
 - "To Be Higher". It's necessary to determine a racer of pairs to be higher in the final classification.
 - "To Be Higher(3 ways)". It's necessary to determine a racer of triplets to be higher in the final classification.
 - "Finishing Position" - the bet on the position in the final classification of a selected racer.
 - "In Top 3" - the bet on the top drivers.

16.62. E-Sports Golf

1. E-Sports Golf is a stream of multiplayer game (golf simulator).
2. All bets are calculated at the end of full time.
3. The minimum stake on any event is 0,2€.
4. A maximum stake is determined for each event by the betting company.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. 2 players take part in the match, each of them goes 4 holes.
7. The winner of the match is a player, who made fewer strokes going 4 holes. If both players during the match made the same number of strokes, a draw is counted.
8. The hole winner is a player made fewer strokes going the hole. If both players made the same number of strokes, a draw is counted.
9. A hole is classified by its par, meaning the number of strokes a skilled golfer should require to complete play of the hole. Par Of each hole is shown in the table of results. The bets are accepted on total Par Over/Under.
10. All bets are settled according to the final statistics. Defects of streaming are not the ground for a cancellation of this bet.

16.63. E-Sports Baseball

1. E-Sports Baseball is a stream of multiplayer game (baseball simulator).
2. Bets are accepted on the traditional baseball - 9 players in each team.
3. All bets are settled at the end of full time.
4. The minimum stake on any event is 0,2€.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited on a certain event without any notification and giving reasons.
7. If the regular time (3 innings) ends in a draw, an extra inning is played; bets are settled with the extra inning included.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Bets are accepted before the start of the game and LIVE. All the games are streamed online.
10. **Available markets:**
 - Win;
 - Team Handicap;
 - Total (over; under);
 - Individual total of team.

16.64. Street fighter V

1. Street fighter V is a stream of multiplayer game.
2. Bets are accepted on fights of 2 fighters. Game lasts up to 2 wins, maximum is 3 single-rounds.

3. All bets will be settled after the actual end of the event.
4. The winner is the fighter killing the opponent.
5. The minimum stake on any event is 0,2€.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limit on a certain event without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Bets are accepted Live. All the matches are streamed Online.

Available types of bets

On a round:

- Win in round;
- Duration of round* (over/under);
- Will there be Perfect Win? - The winner defeated the opponent without incurring any damage from the opponent;
- Will there be Regular Victory V?
- Type of finishes: EX (EX move), C(super kick), CA(kinetic attack), the type of finishes (sign) is displayed at the top of the video, around the round time.

* Duration of the round is the number of seconds elapsed since the start, which are obtained by subtracting from 99 seconds (the standard start of the round timer) of the last smallest steady-state timer.

Example, if the countdown timer count is stopped at 59th, the round duration is $99 - 59 = 40$ seconds.

16.65. Quake4

1. Quake4 is a stream of multiplayer game.
2. DeathMatch: Duration of the round is 5 minutes. The winner is the fighter killing a greater number of opponents.
3. If the regular time (the number of murders of the leading players is the same) ends in a draw, an extra time is played (2 minutes)
4. The winner in extra time is determined in the same way as in the regular time (the player killed the greatest number of opponents).
5. The minimum stake on any event is 0,2€.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limited on a certain event without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Bets are accepted before the start of the game and LIVE. All the games are streamed online.

Available markets:

- Regular Time Winner;
- Winner Of The Match;
- There Be Overtime?;
- Player Total by Frags.

16.66. Call of Duty

1. Call of Duty is a stream of multiplayer game (game simulator).
2. Bets are accepted on confrontation of 6 players. The duration of the game is 6 minutes.
3. All bets are settled on the result at the end of full time.
4. The minimum stake on any event is 0,2€.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited on a certain event without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Winner: The winner is the fighter made the largest number of frags, if a draw by the smallest number of deaths.
9. All bets are settled on the basis of the table displayed in the broadcast.
10. Bets on teams are accepted Live. All the matches are streamed Online.

16.67. Poker

1. Poker is a card game in which the winner is a player who collected the highest combination. Two participants take part in the game. Poker is played with a deck of 52 cards. Cards ranking: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.
2. Poker hands:
 - A royal flush is not a separate combination, but a special case of a straight flush, the best possible hand and consists of 5 high (ace, king, queen, jack, ten) cards of the same suit, for example: A ♥ K ♥ Q ♥ J ♥ 10.
 - A straight flush is a poker hand containing any five cards of sequential rank, all of the same suit, such as 9♠ 8♠ 7♠ 6♠ 5♠. An ace can rank either high or low. 5♦ 4♦ 3♦ 2♦ A♦ is the lowest straight flush.
 - Four of a kind is a poker hand containing four cards of the same rank. For example, 3♥ 3♦ 3♣ 3♠.
 - A full house is a poker hand containing three cards of one rank and two cards of another rank. For example, 10♥ 10♦ 10♠ 8♣ 8♥.
 - A flush is a poker hand containing five cards all of the same suit. For example, K♠ J♠ 8♠ 4♠ 3♠.
 - A straight is a poker hand containing five cards of sequential rank, not all of the same suit, such as 5♦ 4♥ 3♠ 2♦ A♦. As part of a straight, an ace can rank either above a king or below a two. In this example, A ♦ starts the combination and its value is one, and 5 ♦ is considered the highest card. The lowest straight is from the five to the ace, the highest is from the ace to the ten.
 - Three of a kind is a poker hand containing three cards of the same rank. For example, 7♣

7♥ 7♠.

- Two pair is a poker hand containing two cards of the same rank. For example, 8♣ 8♠ 4♥ 4♣.
 - One pair is a poker hand containing two cards of the same rank. For example, 9♥ 9♠.
 - High card is a none of the above combinations, such as A♦ 10♦ 9♠ 5♣ 4♣ (ace-high).
3. A kicker is a card in a poker hand that does not itself take part in determining the rank of the hand, but that may be used to break ties between hands of the same rank. In the case of equal hands, the player who has the highest kicker takes the pot. It should be borne in mind the following:
- The kicker in poker is counted only if the hands consist of four or less cards. In poker hands of 5 cards (all types of straights and flushes), it plays no role, and the pot is divided in half;
 - as a kicker, not only one, but more free cards can be used. Their number is determined by the difference between the community cards (there are 5 in poker) and the cards in hand. Thus, a pair can have 3 kickers, a set has 2, two pairs or four of a kind in a poker have 1 kicker.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.68. Lottery

1. Unless otherwise stated, all bets are settled on the result of the main draw, excluding bonus balls.
2. Should a draw be delayed or postponed for more than 12 hours after the official scheduled start time for any reason, all bets will be deemed void.
3. The start time of a draw is displayed in the "Sports" section.
4. If the Customer is not able to watch a draw due to technical difficulties, but the result of said draw is posted on the official source, such a draw shall be deemed official.
5. The result may be viewed on the official website of the lottery draw in question.
6. The odds on different lotteries cannot be combined with each other, nor may they be combined with the odds on other events.
7. Rocketbingo lottery. The draw takes place in 4 rounds, up to the 35th drawn number. If the quantity of drawn numbers is changed by the lottery organizer, all bets placed on this draw will be settled at odds of "1".
8. For the "Housing Lottery", "Golden Horseshoe" and "Russian Lotto" lotteries, bets will be settled based on the result up to ball 86 inclusive. Any subsequent balls will not be included in the calculation.

16.69. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
 - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
 - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;

- A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
 5. In matches with a limited number of overs, bets on the statistics for a team or the whole match will be canceled if less than 80% of a team's overs or the total overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.
 6. "Team's Top Batsman".
A team's top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the "Dead Heat" rule is applied.
If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the inning is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.
If a certain batsman does not appear in the team's starting XI, bets on them will be voided. Bets on batsmen who do not bat or do not enter play will be deemed to have lost.
In matches with a limited number of overs, bets will be voided if less than 50% of a team's overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the inning ended.
 7. Team's Best Bowler A team's best bowler is the player with the most individual wickets in an individual innings. Bets on players who do not bowl or do not enter play will be deemed to have lost. In the event that two or more players finish a match with the same number of wickets, the player with the fewest runs scored against them will be deemed the best bowler. If two or more players are equal on both wickets and runs, the Dead Heat rule applies. If no bowlers take a wicket, all bets will be settled at odds of 1.00. Bets placed on any player who does not appear in the starting 11 or who appears as a substitute will be voided. Wickets taken in a super over do not count. If a player appears in the starting 11 and is subsequently substituted off, both this player and the player who replaces them will count. Bets on matches with a limited number of overs will be canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the innings was interrupted.
 8. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
 9. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
 10. Race to 10 runs. Bets stand, unless the listed players do not bat first - in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.
 11. "() Individual Total Runs First () Overs Over/Under ()".
Penalties that are awarded after innings are over do not count towards the number of runs in those innings. If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.

Extra runs are included when settling bets, regardless of the reason for which they were awarded.

In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.

12. Team's Individual Total Runs. Penalties that are awarded after innings are over do not count towards the number of runs in those innings. Bets on this market are settled based on the final score of the team in bat. In the event of a draw, or if any additional overs are played (super over or golden ball), bets on the outcome of the match in question are settled based on the number of runs scored during regular time. Bets on matches with a limited number of overs are canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the inning was interrupted. Bets on test matches are canceled in the event of a draw, provided that fewer than 60 overs were played, except in cases where the results had already been established.
13. Highest Individual Score (Player's Runs); Player's Total Runs; Player's Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.
14. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled - and any additional runs awarded for them - count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.
15. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.
16. Best Batsman In The Match:

The best batsman in a match is the player who scores the most runs. Runs scored in super overs are not counted. If two or more players score the same number of runs, Dead Heat rules apply.

If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.

In matches with a limited number of overs, bets will be voided if less than 50% of the specified number of overs is played by either team due to external factors, such as inclement weather, except in cases where the bets had already been settled.
17. Best Batsman's Team

The team with the best batsman is determined based on the number of runs scored by various players. Runs scored in super overs are not counted. If two batsmen from different teams score the same number of runs and no "Draw" outcome is offered, Dead Heat rules apply.

If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.

In matches with a limited number of overs, all bets will be voided if the match is interrupted due to external factors, except in cases where the bets had already been settled by the end of the innings, or where all of the batsmen are out.
18. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
 - Stakes refunded on non-selected players. If a player was not included in the initial lineup,

but later entered the match as a substitute, then their result will be calculated based on the number of runs they have scored, irrespective of when they entered the match.

- 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 First Class 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.
19. If any player was substituted and did not return to the game, then their final result will be determined based on their result up to the moment they were substituted. Equally, any player who entered the match as a substitute will also have their results calculated based on the runs they scored.

GOLD LEAGUE is a regional league played according to the rules of indoor cricket. Teams must play all scheduled overs, or until 5 wickets fall.

1. Scoring rules:

- if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
 - if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
 - if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
 - if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
 - when the batsman hits the ball into certain zones, they are awarded points as follows:
 - A - 0 points
 - B,C (up to the middle of the field) - 1 point
 - B,C (past the middle of the field up to zone D) - 2 points
 - D (without touching the floor) - 6 points, or if the ball touches the floor - 4 points.
2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.
3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.
4. For physical interference against the batsman, the batsman is awarded 5 points.
5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.
6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.
7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.
8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.
9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at

odds of 1.

CYBER INDIAN LEAGUE 22, CRICKET22 CYBER LEAGUE

1. Each match consists of a single innings, with a maximum of 20 overs for each team. Each over consists of six deliveries.
2. A coin is tossed at the start of the match. The team that wins the toss decides if they want to bowl or bat first.
3. The team that bats first scores runs until they have played the full 20 overs, or until the bowling team has taken 10 wickets. When the other team comes to bat, they play until they have scored more runs than the opposing team did in the first half of the inning, until they have played the full 20 overs of six deliveries each, or until the bowling team takes 10 wickets.
4. The team that scores the highest number of runs wins. If both teams score the same number of runs, a super over is played. In this case, the team that scores the most runs in the super over wins.
5. Bet settlement
 - "Match Winner" bets are settled taking into account the result of the super over.
 - "Over, Individual Total Runs" bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
 - "Will A Wicket Fall In Over" and "Extra In Over" bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
 - "Total", "Individual Total", and "Individual Total Runs" bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
 - "Who Will Lose More Wickets", "Total Wickets", and "Team Total Wickets Lost" bets are settled based on the number of wickets taken, not including super overs.
 - "Super Over" and "Winner In Super Over" bets are settled as a loss in the event that no super over is played.
 - Will An Extra Run Be Awarded In Over - an extra run is awarded to the batting team in the event of an illegal delivery (e.g., a no-ball or wide) from the bowling team. After an extra (i.e. via a no ball or a wide) has been awarded, the bowling team has to deliver another throw before the end of the over. An extra is not awarded for an lb

16.70. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included.

The names of the starting pitchers will be taken into consideration at the time of bet acceptance should the names be specified in relation to the event. Both listed pitchers must start and each pitch at least once for bets to stand. Should any of the listed pitchers fail to start for any reason, all bets on this game will be deemed void. If the starting pitchers are not listed, bets will be accepted regardless of who those starting pitchers are.
2. Bets stand if the planned number of innings is reduced in accordance with tournament regulations or a match is cut short due to one of the teams having an unassailable lead.
3. The team which bats at the bottom of an inning shall be treated as the home team notwithstanding the venue of the game.
4. All bets are settled on the official match results including all extra innings (except bets made on the parts of the match).
5. All bets stand if at least five full innings or 4.5 innings have been played. If fewer than 4.5 innings have been played, the bookmaker will settle bets, the results of which had already been determined at the time the match was stopped. Other bets on this match will be settled at odds

of 1.

6. **Pre-match Markets.** If a baseball match does not start at the specified time and the official website confirms that the match has been postponed, all bets on this match will be settled at odds of 1.
7. **In-Play Markets.** If a match is stopped (interrupted) and proceeds within 72 hours, all bets will stand until the conclusion of the match. If the match is not concluded within 72 hours, all bets will be deemed void, except for those markets which had already been determined.
8. If the score is tied in baseball matches (in the NPB or in the preseasons of the MLB and KBO), W1 and W2 bets will be settled at odds of 1 (stakes will be refunded).
9. "Players, Match-Ups". The Customer must predict which player of two will perform better. Should the players tie, bets will be settled at odds of 1.
10. In MLB preseason games, when the teams are tied at the end of the 9th inning, an extra 10th inning is played. However, if neither team wins in the 10th inning, the game ends in a draw. In this event W1 and W2 bets are settled at odds of 1 (stakes are refunded).
11. **Softball** is a team ball game and a variant of baseball played with a larger ball on a smaller field. Teams play seven innings in an official match. If the score is tied, extra innings are awarded.

16.71. Counter-Strike And Cs:Go Wingman

1. Counter-Strike involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A single match is played up to 11 victories (the maximum number of rounds is 21).
3. All bets are settled after a match ends.
4. A single round lasts exactly two minutes. No act performed after the expiration of this period will count for betting purposes.
5. Counter Terrorists win the round if no bomb has been planted on a bomb defusal map during the above-mentioned time period.
6. Terrorists win the round if no hostage has been rescued on a hostage rescue map during the above-mentioned time period.
7. The maximum stake is determined by the bookmaker for each selection individually.
8. The bookmaker may change stake limits without prior notice.
9. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
10. "Bomb Planted - Yes/No". It does not matter when a bomb is planted during the round, whether before or after all counter terrorists have been killed. Only the planting of the bomb itself matters.
11. W1 and W2 in a round will be settled as follows if a bomb is planted:
 - if the bomb is defused in the round, the bet W1 will win and the bet W2 will lose;
 - if the bomb explodes in the round, the bet W1 will lose and the bet W2 will win.
12. Bets on teams are only accepted LIVE. All matches are streamed online.

THE FOLLOWING MARKETS ARE AVAILABLE:

- Win;
- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);

- Bomb Planted;
- Win In Round;
- Total In Round;
- Handicap In Round;
- Total Headshots In Round;
- Individual Total Frags In Round;
- Total Frags In Round (Even/Odd);
- Method Of Win In Round;
- Round Duration;
- Bomb Defused;
- First Frag* In Round – Team;
- Suicide*** In Round;
- Total Headshots** In Round;
- Win To Nil In Round.

A frag means a point scored for killing an opponent (i.e. if an opposing team member dies for any reason, excluding death by a bomb explosion or suicide).*

*A headshot** means a shot to the head.*

*A suicide*** means death caused by falling from a height, death by a bomb explosion.*

CS : GO WINGMAN

1. CS: GO Wingman involves the live streaming of the multiplayer game Counter-Strike: Global Offensive, which pits two teams of two players against each other.
2. In the first round, Team 1 always plays as the Counter-Terrorists and Team 2 always plays as the Terrorists. At the end of this round, both teams switch sides and this continues until one team gets 5 wins (from a maximum of 9 rounds).
3. All bets are settled after the end of an event.
4. Each round lasts for 90 seconds + extra time (the time from when a bomb is planted to when it either explodes or is defused). For bet settlement purposes, anything which happens after this time has elapsed will not count.
5. If, once 90 seconds has passed, a bomb has not been planted and both teams have a man standing, the Counter-Terrorists will win this round.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. For "Bomb Planted" bets, a bomb is deemed to have been planted if at least one of the Counter-Terrorists is still alive when the bomb is planted.
10. For "Bomb Exploded" bets, a bomb is deemed to have exploded if at least one of the Counter-Terrorists is still alive when the bomb explodes.
11. Only live bets can be placed on teams. Games are streamed online.
12. If a player dies inadvertently, it still counts as a death for bet settlement purposes.
13. Weapons are classified as follows:
 - Pistols: P2000, P250, Deagle, Glock
 - Machine Guns: FAMAS, M4A4, AUG, Galil, AK-47, SG 556
 - Rifles: AWP, SCAR-20, G3SG1

THE FOLLOWING MARKETS ARE AVAILABLE:

ON A WHOLE MATCH:

- Win (1/2)
- Win (Terrorists/Counter-Terrorists)
- Total (Over/Under)
- Individual Total (Over /Under)
- Total Bombs Defused (Over/Under)
- Total Bombs Planted (Over/Under)
- Total Bombs Exploded (Over/Under)
- Total Headshots (Over/Under)
- Total Pistol Frags (Over/Under)
- Total Machine Gun Frags (Over/Under)
- Total Rifle Frags (Over/Under)
- Player's Total Frags (Over/Under)
- Player's Total Deaths (Over/Under)

ON A ROUND:

- Win (1/2)
- Bomb Planted (Yes/No)
- Bomb Defused (Yes/No)
- Total Frags (Over/Under)
- Individual Total Frags (Over/Under)
- Total Frags Even/Odd
- Machine Gun Frag (Yes/No)
- Rifle Frag (Yes/No)
- Player To Score A Frag (Yes/No)
- Player to Die (Yes/No)
- Total Headshots (Over/Under)

16.72. Special Bets

1. Weather specials. Applies to snow being recorded at the city's main international airport weather station on 25th December. In the case of cities with more than one international airport, the airport with the highest number of annual passengers will be used.
www.wunderground.com must confirm the result by end January.

16.73. Esports Cricket

1. FIVE 5 matches (Esports Cricket) consist of one innings with each team bowling maximum five overs. One over consists of six deliveries.
2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to field first.
3. The first team to bat attempts to score runs over the course of five complete overs, or up until 5 wickets are lost. The opposing team then bats until they score more runs than their opponents, or until five overs of six deliveries each have been played or 5 wickets are lost.
4. The team which has scored more runs is deemed the winner. If both teams have scored an equal number of runs, the team which has lost fewer wickets (i.e. has had fewer batsmen dismissed) is deemed the winner. If both teams have an equal number of runs and an equal number of wickets lost, the match ends in a draw.
5. When bets on totals in the match, team totals, totals in overs and totals per delivery are settled, the number of runs scored by the teams counts, including any extras.

6. Bets on the "Total Fours" market are settled subject to the number of deliveries from which a team scores exactly four runs excluding extras. Four runs can be scored either when the ball reaches the perimeter of the field having hit the ground at least once (and thus having not been caught by the fielding team) or when batsmen score four runs while the ball is in play.
7. Bets on the "Total Sixes" market are settled subject to the number of deliveries from which a team scores exactly six runs excluding extras. Sixes can be scored either when a ball is hit over the field boundary by a batsman without the ball touching the ground or when batsmen score six runs while the ball is in play.
8. When bets on the "Highest Opening Partnership" market are settled, runs scored (excluding extras) before the first batsman is dismissed will count. Should no batsman be dismissed, the result of the respective team's opening partnership will be the total number of runs scored by the team excluding extras.
9. All bets are settled after an event ends.
10. The maximum stake is determined by the bookmaker for each selection individually.
11. The bookmaker may change stake limits without prior notice.
12. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.74. Formula One, Motorbikes, Speedway

1. If a race is not completed and the official result has not been declared, all bets will be deemed void except for markets which have already been determined.
2. Bets will be settled subject to the classification of the International Automobile Federation (FIA) immediately after the last race of the season.
3. Qualification bets. The official times from a qualifying session according to the FIA will be used for the settlement of bets. For the "Fastest" market, the times from the third qualifying segment will count. If there is no third qualifying segment, bets will be settled subject to the official grid formed by the FIA. Penalties will not count for the purposes of markets. However, according to the FIA, time penalties in qualification will be taken into account when determining the winner. Drivers must start the first qualifying segment for bets to stand. Bets on the fastest qualifying lap 1 and 2 will stand provided that drivers have started that qualifying lap.
4. To Be Classified. In order to be classified, a driver must complete 90% of the number of laps covered by the winner (rounded down to the nearest whole number). Drivers who retire from a race after they have completed 90% of the number of laps covered by the winner are deemed to have classified.
5. "Winner Of The Race" (winner in the final classification). The driver who takes first place in the final rankings (final classification) of the race will be deemed the winner.
6. "Number of race leaders". Any driver who starts from first position (usually pole position) will be considered a leader of the race. In addition, any driver who completes the lap first will be considered the leader of the race after the start of that race. The official FIA results at the time of presentation on the podium will be used.
7. "The Place Of The Driver In The Final Rankings".
8. "Head-To-Head". The Customer should predict which of the two named drivers will perform better. The driver who finishes in the higher place in the race (in the final classification) will be deemed to have performed better.
Both drivers must start the race for bets to stand. Should both drivers fail to finish, bets will be settled based on the number of laps completed.
Should both drivers retire from the race, the driver who has completed more laps will be

deemed to have performed better. Should both drivers retire after an equal number of laps, bets will be settled at odds of 1.

Should a driver fail to complete their fastest lap (fail to show the qualification time), their place shall be determined based on the final grid positions.

9. "To Complete The Race - Yes/No". The Customer should predict whether the named driver will finish the race. A driver is deemed to have finished if they are classified as falling behind the leader.
10. "Fastest Lap". The Customer should predict which driver will set the fastest lap time.
11. A warm-up lap counts in the race.
12. SPEEDWAY. Should an event be interrupted before its completion, all bets will stand provided that the event continues within 24 hours or the outcome has already been unconditionally determined. Otherwise, bets will be deemed void. In respect to handicap markets after the eighth heat, the previous eight heats must be completed, otherwise bets will be deemed void and heats will not count. If an event is postponed before its scheduled start time, all bets will be deemed void unless the event begins within 24 hours. All markets will be settled on the result after the final heat (according to the league's schedule) or on the official podium result (individual competitions/Grand Prix). No subsequent appeals, disqualifications or deductions of points will count. Only data from official sources or the official websites of the corresponding tournaments may be used for bet settlement. Should information from the official sources prove to be incorrect, independent sources will be used for bet settlement.
13. SPEEDWAY
 1. If an event is postponed before its planned start time, all bets on it will be canceled, except in cases where the event is resumed within 24 hours.
 2. Bets on an event remain valid if it is interrupted before completion and then subsequently completed within 24 hours, or if the result of that event has already been determined.
 3. If a heat is not completed and the official result is not published, all bets on that heat are canceled, except in cases where the result had already been determined. Otherwise, all bets will be canceled.
 4. A match is considered to have taken place if at least 8 heats have been completed. In this case, all bets will be settled based on the result at the time the race was interrupted (unless the event is resumed within 24 hours).
 5. For bets including a handicap after a certain number of heats, all of the specified heats must be completed, otherwise these bets will be canceled and the heats will not be counted.
 6. Bets on all markets will be settled based on the results after the final heat (based on the league schedule) or on the podium positions (individual competitions/Grand Prix). Any subsequent appeals, disqualifications or deductions of points will not be taken into account. Only information from official sources or the official websites of the relevant competitions will be used to settle bets.
 7. Bets on points in individual heats are settled based on the number of points earned during the heat in question.
 8. For bets on the winner of an individual heat, all 4 drivers must start the race; otherwise, all bets will be canceled.
 9. For bets on the winner of the next heat, the winning team is deemed to be the one that earns the most points. The specified heat must be completed in full; otherwise, all bets will be canceled.
 10. Bets on a racer's total points in a Grand Prix or Euro Championship are settled based solely on the number of points earned in the main round (20 heats); semi-final and final heats are not counted.

16.75. Hearthstone

1. HearthStone involves the streaming of a multiplayer game.
2. A match is deemed to have started as soon as both players draw their starting hands.
3. Casual matches are played until the first win.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. If the final result of a match is impossible to determine, stakes are refunded. Bets on markets which have already been determined shall be settled.
8. The result of a casual match shall be determined based on streaming/videorecording.
9. The following markets are available:
 - Win – the winner is the player who destroys the enemy hero;
 - Total (Over/Under) – the number of the winner’s health points plus armor remaining at the end of a match;
 - Total Used Secrets – the number of “Secret” cards played by both players during a match;
 - Total Used Spells – the number of “Spell” cards played by both players during a match;
 - Total Minions Used – the number of “Minion” cards played by both players during a match;
 - Total Legendary Cards Laid on The Table – the number of legendary cards played by both players during a match (legendary cards are decorated with a dragon at the top).
 - Card Value X Laid on The Table – Yes/No – the Customer should predict whether a card of the stated value will be played during a match.
10. Should previously used cards (including legendary cards) be returned to the game board, these cards will not be taken into account a second time for settlement of the following markets: “Total Minions Used” and “Total Legendary Cards Laid on the Table”.
11. Minions called up by another minion will not be taken into account for the settlement of the “Total Minions Used” market.

16.76. Esports Rally

1. Esports Rally involves the streaming of a rally simulator.
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. **The following markets are available:**
 - “Winner Of The Race”. The driver who takes 1st place in the final rankings will be deemed the winner.
 - “Match-Ups”. The Customer should predict which of the two named drivers will finish higher in the final rankings.
 - “To Be Higher (3Way)”. The Customer should predict which of the three named drivers will finish higher in the final rankings.
 - “Finishing Position In The Race”. The Customer should predict which position the named

driver will take in the final rankings.

- “In Top 3”. The Customer should predict whether the driver will finish in the Top 3 or not.

16.77. Need for Speed

1. NFS Sprint is a live-streamed racing game with four players participating in each race.
2. The maximum stake is determined by the bookmaker separately for each market. The bookmaker may change the stake limits without prior notice.
3. The winner of the race is the first player to cross the finish line.
4. Only bets on players who finish the race will count. If, for any reason, a player doesn't finish (they fail to finish within 30 seconds of the first player crossing the line), then bets on this player will lose.
5. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Available markets:
 - Finishing Position
 - Challenge Time*
 - Number Of Finishers**
 - Finishing Order
 - To Finish Last**
 - In Top 2
 - In Top 3

* In the event that a player's time coincides with the time stated in this Over/Under market, bets will be refunded at odds of 1.00.

** Only players who finish will count.

16.78. Call Of Duty

1. Call of Duty involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle of six players. A single match lasts six minutes.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. The “Winner” market. The winner is measured by most frags. If players are tied, the winner is determined by the fewest number of deaths.
8. Player Total – a player's total number of frags.
9. The result is determined according to the table displayed during the course of streaming.
10. Only LIVE bets are accepted. All matches are streamed online.

16.79. Esports Lacrosse

1. Esports Lacrosse involves the streaming of a multiplayer game (a lacrosse simulator).
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time excluding overtime.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during the match (Live bets). All Esports Lacrosse matches are streamed online.
8. The team with the highest score shall be deemed the winner. Should the scores of both teams be equal, the match ends in a draw and overtime takes place.
9. If a shot is made outside the penalty area, the team receives two points.
10. Bets on a half are settled after an event ends.
11. Available markets:
 - Win;
 - Double chance;
 - Handicap;
 - Total (over; under);
 - Total (even; odd);
 - Individual Total (Over/Under);
 - Race To () Points.

16.80. Quake 4

1. Quake 4 involves the streaming of a multiplayer game.
2. Deathmatch. A round lasts five minutes. The player who has killed the most opponents will be deemed the winner.
3. If the winner is impossible to determine at the end of a round (e.g. if the leading players have killed an equal number of opponents), an extra time period of two minutes is played.
4. In extra time, the winner is determined in the same manner as in regular time (i.e. the player who has killed the most opponents).
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets are accepted. All matches are streamed online.
9. The following markets are available:
 - Regular Time Winner;
 - Winner Of The Match;
 - Will There Be Overtime?
 - Individual Total Frags.

16.81. Steep

1. Steep involves the streaming of a winter extreme sports simulator.

2. Four players take turns performing in each game.
3. Bets are accepted on each player in the following markets: points scored; and time taken for a player to complete the challenge. Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner of a tournament by score.
5. The player who completes the challenge fastest shall be deemed the winner of a tournament on time.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Only LIVE bets are accepted. Matches are streamed online.

Available bets:

- Win In The Tournament By Points;
- Win In The Tournament On Time;
- Individual Total Scored Points (Over/Under);
- Individual Total Challenge Time (Over/Under);
- Total Scored Points (Over/Under);
- Total Challenge Time (Over/Under);
- Match-Ups By Points;
- Match-Ups By Challenge Time.

*Challenge Time is estimated as the period from leaving the starting line to crossing the finish line.

16.82. Angry Birds

1. Esports Angry Birds involves the streaming of a video game. The aim of the game is to hit the green pigs that appear on various structures by launching birds at them from a sling shot.
2. Bets are placed on a game consisting of 30 levels (maps). If a player loses a map, the game ends.
3. If a bet is placed on a specific level, but a player fails to reach it, this bet will be settled at odds of 1 (refund).
4. All bets are settled after a game ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during a match (Live bets). All games are streamed online.
9. Available markets:
 - Total Points (the number of points earned across all opened maps);
 - Total Stars (the number of stars earned across all opened maps);
 - Total Maps (the number of all completed maps);
 - Map, Total Points;

- Map, Total Stars.

16.83. Esports Floorball

1. Esports Floorball involves the streaming of a multiplayer game (a floorball simulator).
2. Bets are accepted on traditional floorball matches, where each team has six players.
3. All bets are settled after a match ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Bets are accepted on regular time.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during a match (Live bets). All Esports Floorball matches are streamed online.
9. **Available types of bets:**
 - Win;
 - Team Handicap;
 - Total (over; under);
 - Team Total.

16.84. King Of Fighters

1. King Of Fighters involves the streaming of a multiplayer game (a game between 2 players).
2. All bets are settled on the result at the end of full time.
3. The winner of the match is the player who wins 2 rounds.
4. The maximum number of rounds is 3. The maximum duration of the round is 60 seconds.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. **The following markets are available:**
 - Round Duration*;
 - Win In The Match;
 - Win In Round;

*Duration of the round means the time that players expend to determine the winner in the round. For example, if the fight stops when the countdown timer shows 25 seconds, the duration of this round will be 35 seconds (60-25=35).

KING OF FIGHTERS (KOFXV)

1. King Of Fighters involves the streaming of a multiplayer game (a game between 2 teams).
2. All bets are settled on the result at the end of full time.

3. The winner of the team is the player who wins 3 rounds.
4. The maximum number of rounds is 5. The maximum duration of the round is 60 seconds.
5. Bets are accepted only in Live. All the matches are streamed Online.
6. The following markets are available:
 - Round Duration*;
 - Total Rounds;
 - Win In The Match;
 - Win In Round;

*Duration of the round means the time that players expend to determine the winner in the round. For example, if the fight stops when the countdown timer shows 25 seconds, the duration of this round will be 35 seconds (60-25=35).

16.85. Injustice 2

1. Injustice 2 involves the streaming of a multiplayer game.
2. Bets are accepted on battles between two teams of three fighters. A match lasts up to two wins, with a maximum of three rounds.
3. All bets are settled after an event ends.
4. The team with the most victories shall be deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets on fighters are accepted. Games are streamed online.
9. Available bets:
 - Win in round;
 - Win in tournament;
 - Total rounds.

16.86. PES

Esports Football (PES) involves the streaming of a multiplayer game (a football simulator).

Bets are accepted on EPL, Africa Cup of Nations and America Cup.

1. All bets are settled after an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets on football are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets on Esports Football (PES) are accepted both in pre-match and Live. All Esports Football matches are streamed online.

7. There is an additional market in the Copa América for total shots, both on and off-target (bets are settled in accordance with the PES stats).
8. The following markets are available (regular time)
 - Win
 - Double Chance
 - Handicap
 - Total (Over/Under)
 - Team Total (Over/Under)
 - Total (Even/Odd)
 - Correct Score
 - Next Goal.

16.87. Tekken VII

1. Tekken is a stream of multiplayer game.
2. Bets are accepted on battles for two fighters. The game is played until 5 wins, max 9 single rounds.
3. All bets are settled on the result at the end of full time.
4. The winner is the player killed the opponent.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. **Available bets:**
 1. **On Round:**
 - Win in round;
 - Round Duration (Over; Under);
 2. **On Tournament**
 - Win in tournament;
 - Total (Over; Under);
 - Fighter's total (Over/Under);
 - Fighter's handicap (Over; Under);
 - Total Rounds (Odd, Even).

*Round duration means the number of seconds which have elapsed since the round started. This number is calculated by deducting the number at which the timer stops from 80 seconds (the standard number on the timer at the start).

For example, if the countdown stops at 54, the duration of the round is $80-54=26$ seconds.

16.88. Heroes Of Might And Magic III

1. Heroes of Might and Magic III involves the streaming of a multiplayer strategy game.
2. **Glossary of terms**
 - The creature is a fighting unit characterized by a unique set of in-game attributes and a distinctive appearance. The attributes are numerical characteristics of the ability of

creatures to deal damage, defend themselves and also move to the battlefield. Integral attribute is a creature's level: the higher the level, the more the squad of such creatures can influence the outcome of the fight. You can find more details about the creatures of the world of Might and Magic and a short attribute set, necessary to understand the bets calculation, in Table. 1.

- The squad is a creature's group on the battlefield. Attributes of the squad are depend on a type of the creature whose representatives are recruited into the squad and the number of warriors. The squad has the same set of attributes as well as the creatures forming the squad. The whole squad in a combat can be subjected to positive and negative magical influences, which affect the combat attributes and the squad strength. As soon as the strength of the squad drops to zero, it is considered to be destroyed.
- The hero - a warlord capable of increasing the attributes of creatures on the battlefield and providing them with magical support. The hero controls 7 squads: one squad of creatures of each level.

3. **Gameplay**

- The fight starts after the formation of squads on the battlefield. The bet "Who Will Take Part In The Fight" is settled after the fight beginning. The fight ends when all squads of one of the hero are destroyed. This hero is considered a loser. Other bets are settled after the fight ending.
- There is a text translation in English in the lower part of the video stream.

4. **The following markets are available:**

- **Win In The Fight.** The winner is the hero whose squads have destroyed all the rival's squads.
- **Who Will Take Part In The Fight.** The bet on a pair of creatures is considered to be a winning one if at least one creature from a pair has taken part in the battle at least on one side.
- **What Level Creature Will Survive.** The bet is considered to be the winning one if the squad of the chosen level survives until the end of the fight.
- **How Many Squads Will Survive.** The bet is considered to be the winning one if the player has guessed the number of winner's squads that will survive by the end of the fight.

16.89. PESÄPALLO

1. Pesäpallo is a bat-and-ball game played in Finland.
2. Bets are accepted on regular time. Please visit <http://www.pesis.fi> for an overview of the game.

16.90. STARCRAFT

1. StarCraft involves the streaming of a real-time strategy game. 2 teams compete against each other. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually. The bookmaker may change stake limits without prior notice.
3. The team who has destroyed all opponent's buildings will be deemed the winner.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. The following markets are available:

- W1/W2
 - Total Drones Of The Winner At The End Of The Match (called up units are not taken into account)
 - Total Units Of The Winner At The End Of The Match (called up units are not taken into account)
 - Total Buildings Of The Winner At The End Of The Match (annexes to the Terran's buildings are not taken into account)
 - Duration Of The Match (the game time (!) at the moment of the destruction of the last building)
 - Unit Has Been Created (this market is available only in pre-match)
6. Before the match, units and buildings that are counted will be demonstrated. For the convenience of the players, the interface provides information about the current number of these units and buildings.
 7. For clarity a stop frame with the final result is displayed at the end of the fight.

16.91. CARD GAME "DURAK"

1. Durak – is a popular card game between 2 players. Cards ranking in a deck of 36 cards: 6, 7, 8, 9, 10, J, Q, K, A.
2. Glossary of Terms:
 - Trump: the trump suit is the most powerful, and beats other suits on the table.
 - Cards discarded is a situation when the player has beaten the attacking cards lying on the table.
 - Cards taken is a situation when the player is not able to beat the attacking cards lying on the table and he takes all the cards on the table.
 - A draw is declared if there are no more cards in the deck and all the cards are beaten. In this case, there are no winners or losers in the game.
3. The following markets are available:
 - Player 1 To Win / Player 2 To Win / Draw (The player wins if he has not cards in his hand and his opponent is left with cards at the end of the game; a draw is declared if both players have not cards in their hands at the end of the game).
 - Total Rounds (The round begins when one of the players starts to attack, and ends with cards discarded or cards taken if the other player cannot beat the attacking cards).
 - Total Rounds Ending With Cards Taken (The rounds during which the player could not beat the cards lying on the table).
 - Total Rounds Ending With Cards Discarded (The rounds ending with cards discarded).
 - First Turn (The player with the lowest trump card is the first attacker; if neither player has a trump card yet then the Player 1 starts to attack).
 - Suit Of Trump.
 - Round (Cards Discarded / Cards Taken) – with what result the selected round will end.
 - Player To Hold 4 Cards Of The Same Rank (at any time during of the game).
 - Player's Total Cards At The End Of The Game (the number of cards left in loser's hand; if the game is over in a draw total equals to 0).
 - Who Will Take Last Card From Deck (the last card is a trump card laid face up on the table under the deck).
 - Last Card in Deck To Be Face Card Or Ace.
 - Who Will Draw Trump Ace from the Deck.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets

accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.92. FLATOUT4

1. FlatOut4 is a stream of multiplayer game.
2. Three players take turns performing in each game.
3. Bets on each player are accepted in the following categories: total points scored for 3 attempts, total points per attempt, comparison of players by points (over, under). Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner by score.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. The following markets are available:
 - Individual Total Scored Points (Over; Under);
 - Total Scored Points (Over; Under);
 - Match-Ups By Points.

*Challenge Time is estimated as the period from the moment of the attempt start till the moment of its end.

16.93. ESPORTS TABLE TENNIS

Esports Table Tennis is a stream of multiplayer game (table tennis simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Bets are accepted before an official event beginning and in Live. All the matches of E-Sports Table Tennis are streamed Online.
5. Set duration - up to 7 points; when there is an equal score then up to the difference of 2 points.
6. Game duration - bo3 (best of three — until 2 wins in sets).
7. In case of discrepancies between the score on the site and the score on the video, the bet is settled by video streaming.
8. The following markets are available:
 - Win;
 - HANDICAP;
 - Total (Over; Under);
 - Individual Total (Over; Under).
9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

16.94. SHOOTER PUBG

1. Shooter PUBG involves the streaming of a multiplayer game (a simulator).
2. Up to 100 people involve in the battle.
3. Bets are accepted on a streamer. The game ends if a player kills all rivals or dies.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bet "Player's Position": the final position that the player will take.
8. Bet "Total Player's Frags": the number of rivals that were killed by the streamer during the whole fight.
9. Only LIVE bets are accepted. Matches are streamed online.

16.95. KOK-BORU

1. The object of the game is to grab the goat's carcass (or the prop) and throw it into the "tai kazan" (gate) of the opponent the maximum number of times.
2. Gaming time: 3 periods of 20 minutes, break between periods is 10 minutes.
3. For violation of the rules, the player gets 2 minute penalty.
4. After placing the carcass in "tai kazan" and awarding the points for goal by the referee, the game begins from the field center.
5. A team that voluntarily discontinues the game and does not obey the decision of the chief referee is counted as defeated.
6. In case if after a break one of the teams deliberately plays for time and does not go on the field, then the other team has the right to continue the game without the participation of the opponent in the allotted time.
7. If the outcome of the match is a draw, then additional playing time (10 minutes) is given only in the semi-finals and finals. If the winner does not appear in extra time, then free throws are played - shootouts.
8. The game is served by a protocol commission approved by the Board of the Federation "Kokboru", which considers the requests and claims of the teams and decides whether to award a victory to either of the two teams in the disputed moments.

16.96. NBA PLAYGROUNDS

1. **NBA Playgrounds** is a stream of multiplayer game (basketball simulator).
2. All bets are settled on the result at the end of full time.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. Bets are accepted before an official event beginning and in Live. All the matches of NBA Playgrounds are streamed Online.
6. Game duration is 5 minutes. If the score is tied, the match goes to an extra time (30 sec). Extra time can be awarded unlimited times.
7. The following markets are available:

- Win;
 - HANDICAP;
 - Total (Over; Under);
 - Individual Total (Over; Under).
8. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

NBA PLAYGROUNDS (EXHIBITION 3-POINT CONTEST):

1. NBA Playgrounds (Exhibition 3-Point Contest) involves the streaming of a multiplayer game (basketball simulator). The game is played on one side of the court. Players throw balls from the three-point line. Each player has 25 balls. Round duration is 1 minute 10 seconds. There are three types of balls: regular ball – 1 point; golden ball – 1 point + 5 seconds of extra time; tricolor ball – 3 points. Game continues up to 3 wins (3 rounds). All bets are settled on the actual result at the end of full time.
2. The maximum and the minimum stake limits are set by the betting company for each individual selection.
3. Stake limits may be changed without prior notice to customers.
4. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Bets are accepted before the start of a match and during the course of a match (Live bets). All NBA Playgrounds (Exhibition 3-point Contest) matches are streamed online.
6. Available markets:
 - **On an entire match:**
 - Win (only rounds without a draw outcome count)
 - Total Over/Under (only rounds without a draw outcome count)
 - Correct Score (only rounds without a draw outcome count)
 - Total Draws Over/Under (only rounds with a draw outcome count)
 - **On a round:**
 - Win
 - Total (Over/Under)
 - Individual Total (Over/Under)
 - Total Points (the exact interval of points scored)
 - Total (Even/Odd)
 - Handicap
 - Most Extra Time
 - Total Extra Time (Over/Under)

16.97. LASER LEAGUE

1. Laser League involves the streaming of a multiplayer game. The maximum number of rounds is 3, two teams (3 players per team) try to inflict damage to each other, destroying all opponents. Each round goes to 3 points, if one of the teams has destroyed all the opponents, then it is awarded 1 point, if one of the teams reached the point of 3 points, it will be counted the victory in the round. As soon as one of the teams reaches 2 wins in rounds, the game ends.
2. All bets are settled after an event ends.

3. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All LaserLeague matches are streamed online.
7. The following markets are available:
 - Win The Match
 - Points Victory
 - Points Handicap
 - Total (Over/Under)
 - Total (Even/Odd)
 - Correct Score
 - Individual Totals (Over/Under)

16.98. RAINBOW SIX SIEGE

“Rainbow Six Siege” involves the streaming of a multiplayer game.

1. All bets are settled after the end of an event.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints of the odds, inconsistencies between the odds displayed in the Sports/Live sections or on the bet slip etc.) or should there be any other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies, a team kill, or premature exit from the game, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. If a team surrenders or a player joins from a round other than the first the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted both before the start of a game and Live. All games are streamed online.
8. Win in Round. The team which destroys their opponent or achieves the objective of the map such as defusing the bomb, releasing the hostage, or capturing the position (the priority of the map) is considered the winner.
9. Win in the Match. The team which collects 4 points (when the number of points collected by the opposite team is less than 3) or 5 points is considered the winner.
10. Bets are accepted on battles in the multiplayer online game "Rainbow Six Siege". Team players are selected at random.
11. Team Score - the number of winning rounds.
12. Available markets (for the whole match):
 - Win
 - Correct Score
 - Total Rounds

16.99. BATTLERITE, WWE BATTLEGROUND

BATTLERITE

1. BattleRite is a stream of multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to two wins, hence the maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. The following markets are available:
 - Win
 - Round Duration
 - Total Rounds (Over/Under)
 - Total Taken Orbs (Over/Under)
8. Bets are accepted before an official event beginning and in Live. All the matches of Battlerite are streamed Online.
9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

WWE BATTLEGROUND

1. WWE Battlegrounds is a stream of multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to four wins, hence the maximum number of rounds is seven.
3. All bets are settled after an event ends.
4. The fighter who performs a finishing move is deemed the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.
9. **THE FOLLOWING MARKETS ARE AVAILABLE:**
 - **IN THE ROUND:**
 - Win In Round
 - Round Duration* (Over/Under)
 - Type Of Finishing Move: Pinfall, Submission, or Countout
 - **IN THE TOURNAMENT:**
 - Win In The Tournament
 - Total (Over/Under)
 - Fighter's Individual Total (Over/Under)
 - Total Finishing Moves By Types (Over/Under)
 - Race To Points

* Duration of the round means the number of seconds which have elapsed since the fight started.

16.100. ESPORTS POOL (SNOOKER)

TOURNAMENT: Snooker

1. Esports Pool (Snooker) is a stream of multiplayer game (snooker simulator).
2. Bets are accepted on a pool game for two rivals. The game is played until the win of one of the rivals.
3. All bets are settled on the result at the end of full time.
4. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
5. Stake limits may be changed by the bookmaker without prior notice.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. Bets are accepted before an official event beginning and in Live. All the games are streamed Online.
8. In case of mismatch of score on the website and the video, bets are settled based on information published on the website. It is about the end of streaming when the player pots a ball with a certain value, namely: red valued at 1 point, yellow – 2, green – 3, brown – 4, blue – 5, pink – 6, black – 7 points.
9. Types of win for one player:
 - One of the players recognizes himself defeated, because the difference in the score is so large that the amount of points left on the table will not allow him to catch up with the opponent.
 - One of the players pots a pink ball and only black ball is left on the table. Should this player's advantage is more than 7 points then he is recognized as the winner, and it is not necessary to pot the last black.
 - The last black is potted, or there was a foul while its playing. If the score does not become equal, then the player with more points is recognized as the winner.
10. The following markets are available:
 - Win
 - Total
 - Individual Total
 - Handicap
 - Total (Even/Odd)

16.101. CROSSOUT

1. CrossOut is a stream of multiplayer game.
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to

declare such bets void.

6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
8. A team which has destroyed all the vehicles of the opposing team or captured the opposing team's base is declared the winner.
9. If the game finishes because it is the end of regular time, the winner is the team which captures the opposing team's base. Type of win – Capture The Base.
10. Bets are accepted on a random battle in the multiplayer online game "CrossOut", team members are chosen at random.
11. The number of points scored by each team equates to the number of the opposing team's vehicles destroyed in any manner.
12. THE FOLLOWING MARKETS ARE AVAILABLE:
 - Win
 - Handicap
 - Total (based on the score)
 - Capture The Base
 - Total Player's Frags.

16.102. ESPORTS MINI ICE HOCKEY

1. Esports Mini Ice Hockey involves the streaming of a multiplayer game (an ice hockey simulator).
2. All bets are settled after a match ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during a match (Live bets). All Esports Mini Ice Hockey matches are streamed online.
8. The team with the highest score shall be deemed the winner. Should the scores of both teams be equal then the game continues until the goal.
9. **The following markets are available:**
 - Win The Match
 - Total
 - Individual Totals
 - Handicap
 - Total (Even/Odd).

16.103. ESPORTS AUSTRALIAN FOOTBALL

AFL involves the streaming of a multiplayer game (an Australian football simulator).

1. A match lasts 80 minutes (with four quarters of 20 minutes each).

Goal: the team scores 6 points if the ball is scored into the main gate without touching the crossbar.

Behind: the team scores 1 point if the ball has crossed the scoring zone within the boundaries of the secondary gate, or has touched the crossbar of the main gate.

2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets are accepted before the start of a match and during a match (Live bets). All Esports AFL matches are streamed online.
5. The following markets are available (regular time)
 - Win
 - Handicap
 - Total (Over/Under)
 - Individual Totals (Over/Under)
 - Total (Even/Odd)
6. All bets are settled after a match ends.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.104. PIXEL CUP SOCCER

PIXEL CUP SOCCER

1. Pixel Cup Soccer is a stream of multiplayer game (football simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If a match ends in a draw in regular time, penalty shootouts takes place (3rd half). In this case, all bets will be settled excluding penalty shootouts besides win in the match.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before the start of a match and during the course of a match (Live bets). All Pixel Cup Soccer matches are streamed online.
8. The following markets are available
 - Double Chance
 - Win In The Match
 - Total
 - Individual Total
 - Total (Even; Odd)
 - Handicap
 - Both Teams To Score
 - Win To Nil
 - Total In Interval

PIXEL CUP SOCCER (PENALTY SHOOTOUT)

1. Pixel Cup Soccer (Penalty Shootout) is a stream of multiplayer game (football simulator).
2. The game consists of a series of penalty shots which each team scores in turns. If the score is tied after 10 shots, additional shots are played until one team scores and the other doesn't .
3. If the team has less than 5 shots and cannot reach the opponent, the match is interrupted (for example, the score is 2-0 and the number of shots 4-4).
4. All bets are settled after an event ends.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted before the start of a match and during the course of a match (Live bets). All Pixel Cup Soccer (Penalty Shootout) matches are streamed online.
9. The following markets are available:
 - Win In The Match
 - Total
 - Individual Total
 - Total (Even; Odd)
 - Handicap.

16.105. KABADDI

Kabaddi is a game that combines elements of wrestling and tag.

1. Game format: two halves of 20 minutes. In case of a draw, to determine a winner, the game continues until one team scores the next point.
2. Bets are accepted on regular time (40 minutes of regular time, excluding extra time). If a match is not completed, any outcomes that had been unambiguously determined by the time it was stopped will stand. All other outcomes will be settled at odds of 1.00.
3. Outcomes including extra time (Golden Raid):
 - To win in extra time (Golden Raid)
4. Betting on one half. If a half is not completed, any outcomes that had already been unambiguously determined will stand. All other outcomes will be settled at odds of 1.00. Extra time is not included.
5. In competitions, if the venue of an event is changed or an event is moved to the opposing team's ground, bets will stand provided the home team retains its home status.
6. If any match is postponed or delayed by more than 48 hours, all bets on it will be settled at odds of 1.00.

16.106. KILLER INSTINCT

1. Killer Instinct involves the streaming of a multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to five wins, hence the maximum number of rounds is nine.

3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.

THE FOLLOWING MARKETS ARE AVAILABLE:

IN THE ROUND:

- Win In Round
- Round Duration* (Over/Under)
- Type Of Finishing Move: Ultimate, Awesome, Supreme, or none.

* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is $99-74=25$ seconds.

IN THE TOURNAMENT:

- Win In The Tournament
- Total (Over/Under)
- Fighter's Individual Total (Over/Under)
- Total Finishing Moves By Types (Over/Under).

16.107. TABLE FOOTBALL PRO

1. Table Football Pro is a stream of a multiplayer game (a table football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All Table Football Pro matches are streamed online.
7. The following markets are available:
 - Double Chance
 - Win
 - Total
 - Individual Total
 - Total (Even; Odd)
 - Handicap

- Both Teams To Score
- Total In Interval

16.108. SOCIABLESOCCER

1. Sociable Soccer involves the streaming of a multiplayer game (a football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Bets are accepted before an official event beginning and in Live. All the matches of Sociable Soccer are streamed Online.
6. A match lasts 90 minutes (two halves of 45 minutes each).
7. The following markets are available
 - Win
 - HANDICAP
 - Total (Over/Under);
 - Individual Totals (Over/Under);
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.109. ESPORTS FOOSBALL

1. Esports Foosball involves the streaming of a multiplayer game.
2. Bets are accepted on the matches that last until 5 scored goals of one of the teams.
3. All bets are settled after an event ends.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints of the odds, inconsistencies between the odds displayed in the Sports/Live sections or on the bet slip etc.) or should there be any other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Foosball matches are streamed online. The following markets are available:
 - Win
 - Team Handicap
 - Total (Over/Under)
 - Correct Score
 - Number Of Goals (Even/Odd).

16.110. SUPER ARCADE FOOTBALL

1. Super Arcade Football involves the streaming of a multiplayer game (a football simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection

individually.

4. The bookmaker may change stake limits without prior notice.
5. If a match ends in a draw in regular time then the result of the match is a draw.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Super Arcade Football matches are streamed online.
8. **The following markets are available:**
 - Double Chance
 - Win In The Match
 - Total
 - Individual Total
 - Total (Even/Odd)
 - Handicap
 - Both Teams To Score
 - Win To Nil
 - Exact Number Of Points

16.111. BLADE AND SOUL

1. Blade And Soul involves the streaming of a massively multiplayer online role-playing game.
2. Bets are made on a match between two fighters. A match continues up to two wins, hence the maximum number of rounds is three. Each match lasts three minutes.
3. All bets are settled after a match ends.
4. The fighter who kills their opponent is deemed the winner. If both players stand on their feet at the end of the round, the winner will be determined by scored points.
5. The minimum and maximum stakes are determined by the bookmaker for each event individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are only accepted LIVE. All matches are streamed online.
9. **THE FOLLOWING MARKETS ARE AVAILABLE:**
 - **in the whole match:**
 - Win
 - Correct Score
 - Total Rounds (Over/Under)
 - Who Will Take Part In The Fight
 - **in the round:**
 - Win
 - Duration Of Round (Over/Under)
 - Maximum Series Of Attacks In Round - Total (Over/Under)

16.112. ASSAULT SQUAD

1. Assault Squad involves the streaming of a real-time strategy game. 2 teams (2x2) compete against each other. All bets are settled once an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each event individually.
3. The bookmaker may change the stake limits without prior notice.
4. The team who fully raises their flag (i.e. without this flag being seized by the other team) over a captured object will be deemed to be the winner.
5. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets can be placed on the following markets:
 - W1/W2
 - Total (points scored by both teams)
 - Handicap
 - Total Frags / Total Frags Team 1 / Total Frags Team 2
 - Total Destroyed Technics (amount of military equipment to be destroyed in a game)
 - Initiative To Be Seized, Total (the number of times a flag is captured, i.e. when one team has raised their flag, but another team manages to capture it and raise their own flag).

16.113. CUT THE ROPE

1. Cut the Rope is an online stream of a video game where players need to feed a little green creature named Om Nom by cutting the ropes so that the candy placed on them falls into Om Nom's mouth.
2. Bets can be placed on a game pack called a "Box" (each box contains from 1 to 25 levels (maps)). If a player loses a map, the game ends.
3. If a bet is placed on a specific map, but a player fails to reach it, this bet will be void (refunded).
4. If a player loses a map, they will earn 0 points and 0 stars.
5. All bets are settled after the end of a game.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change the stake limits without prior notice.
8. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Both pre-match and Live bets are accepted. All games are streamed online.
10. **Available markets:**
 - Total Points Over/Under (the number of points earned on maps which have been completed);
 - Total Stars Over/Under (the number of stars earned on maps which have been completed);
 - Total Maps (the number of all completed maps including maps which have been lost);
 - Completed Maps (if all 25 maps have been completed, the bet "All Maps Will Be Completed" wins)
 - Total Points Earned On A Map Over/Under (the number of points earned on a specific map)
 - Total Stars Earned On A Map Over/Under (the number of stars earned on a specific map)
 - Exact Total Stars Earned On A Map (the number of stars earned on a specific map)

- Will A Map Be Completed Yes/No (will a specific map be completed or not)

16.114. SONIC GENERATIONS

1. Sonic Generations involves the streaming of the video game of the same name.
2. All bets are settled after the end of the event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change the stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All heats are streamed online.
7. Available markets:
 - Will A Level Be Completed-Yes/No
 - Level Completed And Total Rings O/U (if a level is not completed, bets lose. Rings Total- the number of rings a character has at the end of a level).
 - Level Completed And Level Duration O/U (If a level is not completed, bets lose. Level duration – the time (in seconds) it takes a character to complete a level. The time indicated does not include milliseconds).
 - Number Of Checkpoints Passed (the end of a level is also considered to be a checkpoint)
 - Will A Checkpoint Be Passed-Yes/No (will a character pass a specific checkpoint in a level).

16.115. SUBWAY SURFERS

1. SubwaySurfers involves the streaming of a multiplayer game. The character runs along the railroad tracks until they crash into an obstacle.
2. Characters in the game can grab power-ups which multiply their coin count.
3. There are two types of rewards in the game – gold and points – according to the distance travelled. Power-ups are also available, which will count as active if they are picked up by the character.
4. The minimum and maximum stake limits are determined by the bookmaker for each individual selection.
5. Stake limits may be changed without prior notice to customers.
6. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Pre-match and live bets are accepted. All SubwaySurfers matches are streamed online.
8. The following markets are available:
 - Total scored points (distance travelled) Over/Under
 - Total gold collected (Under/Over)
 - Power-ups collected (2x Multiplier, Coin Magnet, Jetpack and Super Sneakers)

16.116. LOTTO

1. The game involves 2 players with one lottery ticket each. On each ticket are 3 rows of 5

numbers. During the game, barrels with a number between 1 and 90 are drawn at random one at a time until a winner is determined. The winner is the first player to cover a full row on their ticket. A draw is possible if both players complete a row at the same time.

2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software failures, the game may be interrupted, in which case all unsettled bets will be refunded.
3. The following markets are available:
 - Player To Win
 - Total Barrels
 - Exact Total Barrels
 - Total Barrels Even/Odd
 - Total Covered Numbers
 - Individual Total Covered Numbers
 - Total Covered Numbers Even/Odd
 - Row To Be Covered
 - Will There Be A Barrel With The Specified

16.117. CRASH

1. Crash involves the streaming of a platform game. All bets are settled after an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually. The bookmaker may change the stake limits without prior notice.
3. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. Available markets:
 - Total Apples Collected (Number of apples the player has remaining at the end of the level)
 - Total Boxes (Number of boxes crushed by the player per level)
 - Total Lives (Number of lives the player has remaining at the end of the level).

16.118. CARD FOOTBALL

1. Card football is a card game which follows some of football's rules. This game features 2 teams (players): the red team, which only uses red cards (diamonds and hearts) and the black team, which only uses black cards (spades and clubs). Each team has three decks of cards:
 - Goalkeepers are chosen from cards with the following values: 4 to Queen. As both teams have two cards of each suit, this deck contains 18 cards in total.
 - Defenders are chosen from cards with the following values: 2 to 8. This deck contains 14 cards in total.
 - Attackers are chosen from cards with the following values: 2 to Ace. This deck contains 26 cards in total.
2. Each match consists of two halves in which each team makes three attacks. Thus, each team makes a total of six attacks in a match. The highest possible score in a match is 6-6 if each attack results in a goal. The lowest possible score is 0-0.

3. Goalkeepers and defenders for both teams are chosen at random at the start of the match from the relevant card decks mentioned above. After this, each team takes it in turn to attack, with the red team going first. Attackers are also chosen at random. The first attacking card goes up against the opposing team's first defending card. If the value of the attacking card is higher than that of the defending card, the attack continues and the attacking team plays their second card. The value of this card is then compared to that of the second defensive card. If the value of the attacking card is higher than that of the defending card, the attacking team takes a "shot on goal" i.e. they play their third attacking card. If the value of this card is higher than that of the goalkeeper card, the attacking team scores a goal. If not, the goalkeeper "makes a save". The defending team can stop an attack if the value of the defending card is not lower than that of the attacking card, which results in the end of the attack. After the red and black teams' first attacks, both teams' attackers are removed from the game and the next attack starts, using the remaining cards left in the decks of attacking cards. Goalkeepers and defenders are removed from the game at half-time. Each team selects a new goalkeeper and defenders at the start of the second half, just like at the start of the match, and makes three attacks.
4. The team which scores the most goals will be deemed to be the winner. If both teams score an equal amount of goals, a match will end in a draw.
5. As in football, matches nominally last for 90 minutes. Each attack is 15 minutes game time. The time at which the first (red) team score a goal is calculated using the following formula: $(\text{attack number} - 1) \times 15 + 5$. The time at which the second (black) team score a goal is calculated using the following formula: $(\text{attack number} - 1) * 15 + 10$. For instance, if the red team scores from their first attack, they are deemed to have scored in the 5th minute of the match $((1-1) \times 15 + 5)$, whereas if the black team scores from their fifth attack, they are deemed to have scored in the 70th minute of the match $((5-1) \times 15 + 10)$.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. The following betting markets are available:
 - **Entire Match, first half and second half** — Winner, Double Chance, Total, Handicap etc....
 - **Cards:**
 - Goal by an Ace (Yes / No)
 - Goal by a Non-Picture Card* (Yes / No)
 - Total Attacking Cards ** (Over / Under)
 - Individual Total Attacking Cards (Over / Under)
 - Attack With Three Non-Picture Cards (Yes / No)
 - Attack With Three Picture Cards (Yes / No)
 - Defenders Pair Of The Same Rank (Yes / No)
 - Total Attacks With Three Cards Of The Same Suit (Over / Under)
 - Goalkeeper to Be a Picture Card (Yes / No)

* The term "Non-Picture Cards" refers to cards with the following values: 2 to 10. "Picture Cards" refer to cards with the following values: Jack to Ace.

** This is calculated from the total of all attacking cards played.

16.119. SPYKEBOTS

1. Spykebots involves the streaming of a multiplayer game.

2. All bets are settled after the end of the event.
3. Bets are made on a match between two players. A match continues up to 3 sets.
4. Duration of the round is up to 6 points (unless a tie-break situation arises*).
5. The player who wins 2 rounds is deemed the winner.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match and during a match (Live bets). All SpykeBots matches are streamed online.
10. The following markets are available:
 - **in the match:**
 - Win
 - Correct Score
 - Win To Nil In One Of The Sets (Yes/No)
 - Total Tie-Breaks* (Over/Under)
 - **in the round:**
 - Win
 - Total (Over/Under)
 - Individual Totals (Over/Under)
 - Handicap
 - Total (Even/Odd)
 - Individual Totals (Even/Odd)
 - Tie-Break* (Yes/No)
 - Any Team To Win With Exact Margin Of Points
 - Team To Win To Nil (Yes/No)

*A tie-break is a situation which arises when the score is 5-5, and the opponents should continue playing until the score difference amounts to two points.

16.120. ESPORTS VOLLEYBALL

1. Esports Volleyball involves the streaming of a multiplayer game (a volleyball simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted before the start of a match and during a match (Live bets). All Esports Volleyball matches are streamed online.
6. Match continues up to 3 wins by sets (1st, 2nd, 3rd, 4th sets are played up to 25 points; if the score is equal after 24 points, a set is played until the score difference amounts to two points; 5th set is played up to 15 points).
7. **The following betting markets are available:**
 - Win
 - Win By Sets
 - Handicap
 - Sets Handicap

- Total (Over/Under)
 - Individual Total (Over/Under)
 - Correct Score
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.121. ESPORTS BICYCLE RACING

1. eSports Bicycle Racing is a stream of road cycling simulator.
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. Bets on events are accepted only before the start of a race. All the races of eSports Bicycle Racing is streamed online.
7. The following markets are available:
 - Regular time (by countries) – bets on a country that a cyclist represents:
 - Winner
 - Place In The Final Table
 - Number Of Riders In Place Interval
 - By teams - bets on a team that a cyclist represents:
 - Winner
 - Place In The Final Table
 - Number Of Riders In Place Interval

16.122. OVERCOOKED

1. Overcooked is a live-streamed computer game. The game takes place in a kitchen where the players control 2 chefs preparing meals to fulfil orders.
2. Players earn points for completed orders. If an order is completed on time, the players earn coins (the order bar is displayed at the top of the screen). Otherwise, 10 points are deducted.
3. There are three parameters (total points, coins, and completed orders). Coins count towards the total number of collected points.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during a match (live bets). All Overcooked games are broadcast online.
8. The following betting markets are available:

- Total Points (points earned for completed orders plus coins) Over/Under
- Total Coins (Over/Under)
- Total Completed Orders (Over/Under)

16.123. MARBLE FOOTBALL

1. Marble football involves the streaming of a marble football match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble football matches are streamed online.
7. **Rules:**
 - A match consists of two halves.
 - A team receives a point for scoring a goal at either end of the pitch.
 - Total Team Points is equal to the number of goals scored in both halves.
8. **Rules for determining a goal:**
 - If a marble is in the goal area and has stopped moving, it counts as a goal.
 - If a marble enters the goal area and then leaves it, it does not count as a goal.
 - If a marble is on the goal line, it counts as a goal if most of the marble (relative to the center of the marble) has crossed the line.
 - Disputes related to determining a goal are resolved by the organizer of a competition. The final score is displayed on a scoreboard in the video stream.
9. **Available bets on the whole match (bets are settled according to the final score of a match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Both Teams To Score Yes/No
 - Score Draw Yes/No
 - Correct Score
 - HT-FT
 - Scores In Each Half
 - Either Team To Win To Nil Yes/No
 - Team To Win To Nil Yes/No
 - Goals Scored In Both Halves Yes/No
 - Team To Win By Exactly One Goal Or To Draw Yes/No
 - Draw In At Least One Half Yes/No
 - Draw In Both Halves Yes/No
 - Each Team Will Score Over/Under – Yes/No
 - Total Goals In Interval
10. **Available bets on a half (bets are settled according to the score of the relevant given**

half):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Both Teams To Score Yes/No
- Score Draw Yes/No
- Either Team Win To Nil Yes/No
- Team To Win To Nil Yes/No
- Team To Win By Exactly One Goal Or To Draw Yes/No

16.124. BIG BASH CRICKET

1. Big Bash Cricket matches (a type of Esports Cricket) consist of one inning with each team bowling maximum one over. One over consists of six deliveries.
2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to field first.
3. The team which bats first attempts to score runs over the course of one complete over. Then the opposing team bats until they score more runs than their opponents or until six deliveries each have been played.
4. The team which has scored more runs is deemed the winner. If both teams have an equal number of runs, the match ends in a draw.
5. When bets on totals in the match, team totals, totals in overs and totals per delivery are settled, the number of runs scored by the teams counts, including any extras.
6. Bets on the "Total Fours" market are settled subject to the number of deliveries from which a team scores exactly four runs excluding extras. Four runs can be scored either when the ball reaches the perimeter of the field having hit the ground at least once (and thus having not been caught by the fielding team) or when batsmen score four runs while the ball is in play.
7. Bets on the "Total Sixes" market are settled subject to the number of deliveries from which a team scores exactly six runs excluding extras. Sixes can be scored either when a ball is hit over the field boundary by a batsman without the ball touching the ground or when batsmen score six runs while the ball is in play.
8. When bets on the "Highest Opening Partnership" market are settled, runs scored (excluding extras) before the first batsman is dismissed will count. Should no batsman be dismissed, the result of the respective team's opening partnership will be the total number of runs scored by the team excluding extras.
9. All bets are settled after an event ends.
10. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
11. Stake limits may be changed by the bookmaker without prior notice.
12. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.125. SEKIRO

1. Sekiro is a live-streamed single-player game.
2. Bets are accepted on fights between two combatants: the shinobi and his opponent.
3. All bets are settled after an event ends.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. Stake limits may be changed by the bookmaker without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a fight and during a fight (live bets). All Sekiro fights are streamed online.
8. **Rules:**
 - Fights last until one fighter has won twice (maximum 3 rounds).
 - The fighter who kills their opponent the stated number of times is deemed the winner of the round.
 - Flawless Victory is a victory in which one of the fighters doesn't lose any lives.
 - One life is taken if the shinobi's opponent dies.
 - The shinobi's opponent's remaining lives are displayed as orange spheres in the top-left corner of the broadcast.
 - The opponent Genichiro Ashina has one extra (hidden) life.
 - If the shinobi dies, the word "Death" will appear during the broadcast of that round.
9. **The following markets are available:**
 - **on a fight:**
 - Win
 - Total Rounds
 - Correct Score
 - Total Deaths Over/Under
 - **on a round:**
 - Win
 - Win To Nil Yes/No

16.126. BOMBERMAN

1. Bomberman is a live-streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are placed on a match between four players. A match continues until one of the players has won 3 times. Each round lasts for 2 minutes.
4. The winner is the player who is the last one alive. If more than one player is still alive at the end of a round, then the result of that round is a draw. If, during the round, the last surviving players exploded at the same time, then the result of that round is a draw.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the match (live). All Bomberman

matches are broadcast online.

9. The following markets are available:

- **on a round:**
 - Win In Round
 - Round Duration* (Over/Under)
- **on a tournament:**
 - Individual Total (the number of rounds a player wins in the tournament)
 - Tournament Result (the first player to reach 3 wins in the tournament is deemed to be the winner)
 - Even/Odds
 - Handicap (the difference in the number of rounds won by the first and second player)

*The duration of the round is the number of seconds that have elapsed since the match started. This number is calculated by deducting the number at which the timer stops from 120 seconds (the default number on the timer at the start of a round).

16.127. DEAD OR ALIVE VI

1. Dead Or Alive VI involves the streaming of a multiplayer fighting game.
2. Bets are accepted on fights between two fighters. All matches follow a "Race to 5 Wins" format with a maximum of 9 rounds.
3. All bets are settled after the end of an event.
4. The fighter who inflicts the most damage in a round is deemed to be the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each event individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets on fighters are accepted. Matches are streamed online.
9. The following markets are available:
 - **On a Round:**
 - Round Winner;
 - Round Duration (Over; Under);
 - Will A *Flawless Victory/Victory By Time* Occur (these events are not mutually exclusive)
 - Maximum Series Of Blows In A Round
 - Will Either Fighter Attempt To Perform A *Break Blow* Or A *Break Hold*
 - Will A Chosen Fighter Attempt To Perform A *Break Blow* or A *Break Hold*
 - **On A Tournament:**
 - Tournament Winner
 - Total Rounds (Over/Under)
 - Fighter's Individual Total (Over/Under)
 - Total *Break Blows, Break Holds*
 - Individual Total *Break Blows, Break Holds*
 - *Flawless Victory*. This is deemed to have occurred if a *Flawless Victory* occurs in at least one round.

- *Flawless Victory is where a fighter wins a round without sustaining any damage.*
- *Victory By Time. If both fighters remain standing at the end of a round, the winner will be determined based on which fighter has inflicted the most damage.*
- *Flawless Victory By Time. Both fighters remain standing at the end of a round and the winner has not sustained any damage.*
- *Break Blow refers to a powerful strike which uses all of the Break Gauge meter.*
- *Break Hold refers to a special hold that allows a fighter to intercept any counterattack. Break Holds use half of the Break Gauge meter.*
- *The Break Gauge meter is a blue bar under the main health bar. Any action fills the break gauge, regardless of whether it causes damage to an opponent or not.*

Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 40 seconds (the standard number on the timer at the start). For example, if the countdown stops at 15, the duration of the round is $40-15=25$ seconds.

16.128. RUMBLE STARS

1. Rumble Stars is a live streamed mobile game in which two teams of animals play football against each other.
2. Games are 3 minutes long. As soon as one of the teams has scored 3 goals, the game ends. If the game ends in a draw, there will be 2 minutes of extra time.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Pre-match and live bets are accepted. All Rumble Stars games are streamed online.
7. The following markets are available:
 - W1, W2, Draw
 - Total Goals, Individual Total (Over/Under)
 - Game Handicap and Correct Score

16.129. BRAWLOUT

1. Brawlout is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are made on a match between two fighters.
4. The player who manages to throw his opponent off the stage 3 times is deemed to be the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

8. Bets are accepted before the start of a match and during the match (live). All Brawlout matches are broadcast online.
9. **The following betting markets are available:**
 - Win
 - Correct Score
 - Total (Over; Under)
 - Player 1/2 Max Damage (Over; Under)*

* *Player 1/2 Max Damage is the maximum damage that the selected player takes during the match (as a percentage).

16.130. WAR THUNDER

1. "WarThunder" is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
8. The team which has destroyed all their opponents' vehicles or left their opponent without respawn points is deemed to be the winner.
9. Bets are accepted on a random battle in the multiplayer online game "WarThunder", team members are chosen at random.
10. The number of points scored by each team is equal to the number of respawn points left. Different types of vehicle require a different number of respawn points.
11. **THE FOLLOWING MARKETS ARE AVAILABLE:**
 - Win
 - Total Frags
 - Total (Even/Odd)
 - Total In the Interval.

16.131. FOOTBALLTENNIS

1. Footballtennis is a team sport in which 2 teams of 2 players compete against each other. An unlimited number of substitutions are allowed.
2. Footballtennis is played with a football on a 9m×12.8m court divided by a tennis net. Matches are played until one team has won 2 sets (best of 3). A set finishes when one team has scored at least 11 points and has a two-point advantage.
3. Each team must transfer the ball over the net onto the opponent's side within three touches of the ball (fewer are allowed, more are not). The same player cannot touch the ball twice consecutively. Players cannot touch the ball with their hands. Two bounces are allowed (fewer

are allowed, more are not) before the ball must be passed to the opponent's side of the net and one bounce is allowed after the opposing team's serve.

4. The ball is served by kicking it from behind the baseline. If the ball touches the net and then lands on the opponent's side, the ball will be served again. The opposing team's players cannot block serves by reaching over the net.
5. If a match starts but is not finished for any reason, all bets thereon will be settled at odds of 1.00, except for bets on markets which had already been determined when the match stopped.
6. Handicaps and totals are specified in points, except for in the "Sets Handicap" and "Total Sets" markets.
7. "Extra Points". In this market, the Customer should predict whether there will be any extra points in the set. The bet "Extra Points In Set - Yes" will be settled as a win if either team wins the set after a score of 10:10.

16.132. DOTA AUTO CHESS

1. Dota Auto Chess is a live-streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are accepted on matches between 8 players.
4. The "K/D/A" (wins/defeats/draws) field is displayed in the top-left corner during a match. If a player loses (the last round of a match), 2 will be added to the "Defeats" field. For bet settlement purposes, if a player doesn't finish in 1st place, then their lost rounds total will be 1 lower than the value shown in the "K/D/A" field.
5. The mini-map (which is displayed in the bottom left corner) contains 8 fields i.e. one for each player. When a player loses, their field is emptied. Where a player finishes in the match standings is determined by the number of fields filled by their opponents at the end of a match.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change the stake limits without prior notice.
8. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
9. Both pre-match and Live bets are accepted. All Dota Auto Chess matches are broadcast online.
10. The following betting markets are available:
 - **On a Round**
 - Round Winner
 - **On a Match:**
 - Total Wins (the number of rounds which a player has won at the end of a match)
 - Total Defeats (the number of rounds which a player has lost at the end of a match)
 - Total Rounds (the number of rounds played by a player)
 - Total Pieces Destroyed (the number of enemy pieces which a player has destroyed in a match)
 - Total Pieces Not Destroyed (the number of enemy pieces which a player has not destroyed in a match)
 - Player's Finishing Position (where a player finishes in final standings at the end of a match).

16.133. MARBLE SHOOTING

1. Marble shooting involves the streaming of a marble shooting match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble shooting matches are streamed online.
7. **Rules:**
 - A match consists of three rounds (stands).
 - A team is awarded points if their ball lands in any zone (each zone contains a marker which indicates how many points a team will receive if their ball lands in this zone).
 - Teams' points totals are equal to the number of points they've earned at all stands.
 - Results refer to the first competitor's performance. Therefore, "Three Wins -Yes" refers to the first competitor winning 3 times and "Three Defeats - Yes" refers to three wins for their opponent.
 - For bet settlement purposes, a number is only deemed to be even if it is divisible by 20. For example, 350 points will be considered to be an odd number as it cannot be divided by 20.
8. **Rules for determining whether a ball has landed in a zone:**
 - A team is awarded points if their ball lands in a zone.
 - Some balls can be shot out of the playing zones. If this happens, these balls will not earn points in this round.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
 - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No
 - Rounds Results
 - Draw In At Least One Round
 - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Total Balls In a Zone
 - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
 - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No

16.134. DARTS LIVE

1. The rules for Darts Live are the same as for darts.
2. Both players start a match with 301 points. The first player to reduce their score to 0 wins. Players take turns to throw 3 darts with Player 1 throwing first. The final dart of the game should land on either a double or a bullseye. The "Bust" rule also applies, meaning that if a player scores more points than they need to reduce their score to 0 (or if the score is reduced to exactly 1), their score will be reset to what it was before their last visit to the board. A player's last turn will also be annulled if they reduce their score to 0 but the last dart did not land on a double or bullseye.
3. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. **The following markets are available:**
 - Win
 - Total Darts (Over/Under)
 - Individual Total Darts (Over/Under)
 - Total 180s (Over/Under)
 - Individual Total 180s (Over/Under)
 - Last Checkout (Color)
 - Match Winning Checkout* (Over/Under)
 - Match To Finish On Bulleye
 - First Player's Dart
 - Total Remaining Points (Over/Under)
 - Six Dart Finish

* Checkout refers to the number of points a player scores in their final visit to the board.

16.135. BACCARAT

1. Baccarat is a card game involving a player and a banker. Each aims to get more points than the other. Six decks of 52 cards are used (from 2 to ace). Card values: aces = 1 point, card numbers 2 to 9 = 2–9 points, according to the number, and face cards and 10s = 0 points. You can have a maximum of 9 points, so the total points are determined by the modulo 10 formula; for example, $7 + 6 = 13 = 3$, or $7 + 6 + 8 = 21 = 1$.

At the start of the game, the banker and player receive two cards. If one of them gets 8 or 9 points, the game ends. Otherwise, a third card can be given to each of them in certain situations.

Third-card rule for the player: the player takes a third card if he/she has 5 points or less.

Third-card rules for the banker:

- If the player did not take a third card and the banker has over 5 points, the banker does not take a third card.
- If the player did not take a third card and the banker has 5 points or less, the banker takes a third card.
- If the player took a third card and the banker has 0–2 points, the banker takes a third card.

- If the player took a third card, the banker has 3 points, and the player's third card is not an 8, the banker takes a third card.
 - If the player took a third card, the banker has 4 points, and the player's third card is between 2 and 7, the banker takes a third card.
 - If the player took a third card, the banker has 5 points, and the player's third card is between 4 and 7, the banker takes a third card.
 - If the player took a third card, the banker has 6 points, and the player's third card is a 6 or 7, the banker takes a third card.
 - If the player took a third card and the banker has 7 points, the banker does not take a third card.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
 3. The following markets are available:
 - Win
 - Total
 - Individual total
 - Handicap
 - Total Even/Odd
 - Individual total Even/Odd
 - Game to end straight after deal Yes/No
 - Exact number of points
 - Total Player/Banker card
 - Player/Banker to get third card Yes/No
 - Player/Banker to get a card (Suit/Rank)

16.136. KOPANITO SOCCER (CYBER)

1. All bets are settled on the result at the end of full time.
2. Bets are accepted on matches between two players.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. A match lasts 90 minutes (two halves of 45 minutes each). The rules for Kopanito Soccer are the same as for football.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. **The following markets are available:**
 - Win
 - Both Teams To Score
 - Total (Over/Under)
 - Total (Even/Odd)
 - Double Chance
 - Individual Total (Over/Under)
 - First Goal
 - Team To Win Both Halves

16.137. TEQBALL

1. Matches consist of best-of-three sets (the maximum number of sets which can be played is 3).
2. Each set is played until a player/team reaches 20 points. The first two sets can be won by at least a one-point margin. The third set must be won by two points in the event of a tie (19:19).
3. Each player makes 4 services and has two attempts to complete a successful service. Players can serve using any part of their body except their hands. The ball must also be above the lowest level of the Teqboard when a service is made.
4. A rally lasts until the ball either lands on the floor or doesn't bounce on the playing surface. Players cannot touch the ball using the same body part twice in a row during a rally. Each player can take a maximum of 3 touches provided they don't touch the ball using the same body part more than once.
5. If the ball hits the net or an edge ball occurs during a service, this service has to be repeated. If the ball hits the net and any touches can still be taken, the game can continue.
6. In the event of an edge ball, a rally shall be repeated.
7. If the ball touches the net during a service, this will result in a fault.
8. Players can only return the ball from their side without crossing the lengthened imaginary line of the net.
9. When returning the ball to the opponent's side, the ball must always be above the net, even if the hit is made from the side of the Teqboard.
10. A service must be made at a distance of 2 metres from the Teqboard between the lines on the floor along the width of the Teqboard.

16.138. RAID: SHADOW LEGENDS

1. Raid: Shadow Legends involves the streaming of a multiplayer game.
2. Bets are accepted on fights between two teams: Team 1 and Team 2.
3. All bets are settled after the end of an event.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. Stake limits may be changed by the bookmaker without prior notice.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. Bets are accepted before the start of a fight. All Raid: Shadow Legends fights are streamed online.
8. **Rules:**
 - A fight (round) lasts until one of the teams has won.
 - The team who kills the opposing team is deemed the winner of the fight.
 - The final score and hero order numbers are displayed in the video stream at the end of the fight.
9. **The following bets can be placed on an entire fight:**
 - Win
 - Will A Character Survive

16.139. KEIRIN

1. Keirin is a form of motor-paced cycle racing in which track cyclists sprint for victory following a speed-controlled start.
2. Races are monitored by four referees. Once the race has finished, the referees wave either a red or white flag, which indicate that the rules have either been violated or followed respectively. If any violation of the rules comes to light, the referees will watch video footage of this incident and come to a decision. Should it be proven that a competitor has violated the rules, they, as a rule, will be disqualified.
3. Some bets may not be available if there are fewer than 9 participants in the race.
4. In exceptional circumstances, if a race is interrupted due to technical or external reasons (through no fault of the racers), bets on all outcomes will be void (settled at odds of 1.00).

16.140. MARBLE SLIDES

1. Marble slides involves the streaming of a marble slides match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble slides matches are streamed online.
7. **Rules:**
 - A match consists of two rounds.
 - A team is awarded points if their ball lands in zones.
 - The number of points that a team gets corresponds to the zone number.
 - A team's total points are equal to the number of points they earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
 - The team earned the most number of points will be deemed to be the winner.
 - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - No Draws To Occur Yes/No
 - Team 1 To Win A Number Of Rounds (2)
 - Team 2 To Win A Number Of Rounds (2)
 - Total Balls In a Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
 - Win
 - Double Chance

- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Total Balls In a Zone

16.141. MARBLE ROUND TARGET

1. Marble round target involves the streaming of a marble round target match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble round target matches are streamed online.
7. **Rules:**
 - A match consists of three rounds.
 - A team is awarded points if their ball lands in zones inside the target.
 - A team is lost points if their ball lands in zones outside the target.
 - There is a number into each zone, which shows the amount of points that a team gets or loses if their ball lands into this zone.
 - A team's total points are equal to the number of points they earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
 - A team is awarded points if their ball is inside a zone.
 - The team earned the most number of points will be deemed to be the winner.
 - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - No Draws To Occur Yes/No
 - Team 1 To Win A Number Of Rounds (3)
 - Team 2 To Win A Number Of Rounds (3)
 - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
 - Win
 - Double Chance
 - Total Over/Under

- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Total Balls In a Zone

16.142. AUTO RACE (JAPANESE SPEEDWAY)

1. Auto Race is a high-speed, competitive motorsport where competitors race against each other on motorcycles.
2. Races take place on a 500-meter tarmac track, involve 8 competitors (7 in exceptional circumstances) and run for 6 laps. As a rule, 12 heats take place per day.
3. The 2 straight-line sections of the track are 87 meters long. The maximum speed is 150 km/h.
4. Normal heats run for 6 laps of the track (3,100 meters), whereas longer heats last for 8 or 10 laps.
5. The waving of the chequered flag after competitors pass the fourth turn of the final lap signals the end of the race.
6. Competitors may be disqualified if they drive off the track.
7. Competitors may also be disqualified if they make any uncontrolled maneuvers or maneuvers which could cause harm to other competitors.

16.143. SUPER KICKERS LEAGUE

1. All bets are settled after the end of an event.
2. Bets are accepted on matches between two players.
3. The minimum and maximum stakes are determined by the bookmaker for each event individually.
4. The bookmaker may change the stake limits without prior notice.
5. Matches last for 3 minutes + overtime.
6. If a draw occurs in regular and/or overtime, teams proceed to play until a goal is scored by either team (Golden Goal).
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. **The following markets are available:**
 - Win
 - Both Teams To Score
 - Handicap
 - Total Over/Under
 - Total Even/Odd
 - Individual Total Even/Odd
 - Correct Score
 - Exact Number Of Goals
 - Goal In Overtime*

* A goal in overtime is a goal that was scored after the 180th second of the match or a golden goal.

16.144. MARBLE MMA

1. Marble MMA involves the streaming of a marble MMA match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble MMA matches are streamed online.
7. **Rules:**
 - A match consists of three rounds.
 - Teams' points totals are equal to the number of points they've earned in all the rounds.
 - The team earned the most number of points will be deemed to be the winner.
8. **The winner of a round is determined according to the following rules:**
 - The team that gets the most balls into the holes will be deemed the winner.
 - A match can end in a draw if both teams get an equal number of balls in the holes.
 - The winning margin is determined by the difference in the number of balls each team gets into the holes.
 - The winner of a round is awarded 10 points.
 - The winning margin is deducted from the winner's total points to determine the number of points awarded to the losing team.
 - If a draw occurs, both teams receive 10 points each.
 - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Team (..) To Win A Number Of Rounds (3)
 - No Draws To Occur Yes/No
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd

16.145. TABLE FOOTBALL

1. There are no time limits in a table football match (game). Matches consist of 3 (three) or 5 (five)

games.

2. A player (double) wins a 3-games match if they have won two games. A player (double) wins a 5-games match if they have won three games. A player (double) wins a game if they have scored 5 (five) or 7 (seven) goals depending on championship or tournament requirements.
3. Players proceed playing after a score of 4:4 in the last game of a 5-goals match, until a player gets a margin of 2 goals or the score reaches 8 points. For instance, if in the last game score reaches 4:4, then the game lasts until the score becomes 4:6, 6:4, 5:7, 7:5, 6:8 or 8:6. But after a score of 7:7, the game may end with a score of 8:7 or 7:8.
4. Players proceed playing after a score of 6:6 in the last game of a 7-goals match, until a player gets a margin of 2 goals or the score reaches 8 points. For instance, if in the last game score reaches 6:6, then the game lasts until the score becomes 6:8 or 8:6. But after a score of 7:7, the game may end with a score of 8:7 or 7:8.
5. **The following bets can be placed on a match (game):**
 - Win
 - Handicap
 - Total Over/Under
 - Individual Total Over/Under
 - Total Even/Odd
 - Correct Score
6. If a table football match is interrupted and not continued or not completed within 24 hours then such match shall be declared void. Bets on the outcomes of interrupted and abandoned matches will be settled with odds of "1", except for bets on already played games and those cases in which the outcomes were already determined at the time the match was stopped.

16.146. MARBLE RACE

1. Marble Race involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Race matches are streamed online.
7. **Rules:**
 - A match consists of two rounds.
 - During a round, the balls of each team push along a weight with a pointer.
 - Teams receive points for the distance covered.
 - The pointer indicates on the measurement line the distance that is covered by each team.
 - Fractional numbers are always rounded down.
 - Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
 - The team earned the most number of points will be deemed to be the winner.
 - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win

- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- No Draws To Occur Yes/No
- Team (..) To Win A Number Of Rounds (2)
- Team To Finish In Green Zone Yes/No
- Team To Finish In Yellow Zone Yes/No
- Team To Finish In Red Zone Yes/No
- Team To Finish In Blue Zone Yes/No

10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Team To Finish In Green Zone Yes/No
- Team To Finish In Yellow Zone Yes/No
- Team To Finish In Red Zone Yes/No
- Team To Finish In Blue Zone Yes/No

16.147. AIR HOCKEY

1. A match consists of 3 rounds, each of which last for 7 minutes.
2. Players are awarded a point for every goal they score. Goal, and the point awarded for them, count if the puck drops into a player's goal.
3. Players can only touch the puck in their own half of the table. If a player doesn't hit the puck, their opponent takes their turn to hit it.
4. The following are deemed to be violations of the rules:
 - Pressing the puck against the table.
 - A player touching the puck in their own half with anything except their paddle.
 - A player touching the puck in their opponent's half.
 - A player losing their paddle.
 - The puck flying off the table due to a strong shot.

16.148. VICTORY FORMULA

1. This game involves 2 players. Each player has their own formula for calculating their total points. The winner is the player who scores the most points. If both players score the same number of points, the game ends in a draw. There are 4 possible formulas:
 - $x_1 + x_2 + x_3$
 - $(x_1 + x_2) * x_3$
 - $x_1 * x_2 + x_3$
 - $x_1 * x_2 * x_3$

For example, if player 1 has formula 3, their points are calculated according to the formula $x_1 * x_2 + x_3$. The symbols x_1 , x_2 , and x_3 represent numbers from 0 to 9 (which are drawn randomly). Before the start of the game, only the formulas assigned to each player are known. Then, once the game has begun, x_1 is drawn for each player individually. At the next stage of the game, x_2 is drawn for each player individually. Finally, the third variable is shown and the game ends.

2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. The following markets are available:
 - Win
 - Total
 - Individual Total
 - Total (Even; Odd)
 - Handicap
 - Exact Number Of Points
 - Exact Points Difference
 - Player 1/Player 2, Score + Total

16.149. SECA

1. Seca is a card game, in which 2 opponents take part.
2. The goal of the game is to score more points than the opponent. A deck of 36 cards from sixes to aces is used for the game.
 1. Three cards are dealt to each player. The winner is the player who scores the most points and, if there is a tie - draw.
 2. Value: ace - 11 points, cards from six to ten have a face value, jack, queen and king - 10 points
 3. If three cards of the same rank are drawn, the sum of points is equal to the sum of all cards. Example: a player has a jack of spades and eight spades - that's 18 points. The sum of the points of any card combination that includes two aces is always 22, three aces is always 33 regardless of the suit of the aces. But the combination of ace of spades, ace of clubs and king of spades is 22 points, not 32.
 4. Six of clubs is considered a joker and plays with any card (combination) , the joker costs 11 points. Example: there are six clubs, ace of clubs and ace of spades cost 33 points.
 5. The strongest combination in the game is three sixes, one of which is six clubs, this combination gives 36 points. The strongest combination in the game is three sixes, one of which is six clubs, this combination gives 36 points.
3. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. The following markets are available:
 - win
 - total
 - Individual Total
 - Total Odd, Even
 - Player1/Player2 To Score Total Points (Exact number of points)

- Total Points Of Any Player(Exact number of points)
- Each Player To Score (over/under/ yes/no)
- Player1/Player2 To Get Card/Suit/Rank
- One Of The Players To Get A Card

16.150. WORLD OF WARSHIPS

1. World of Warships involves the streaming of a multiplayer game.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Both pre-match and live bets are accepted. All World of Warships matches are streamed online.
8. **Rules:**
 - Matches last up to 20 minutes.
 - The game is played by two teams of 12 players. In rare cases, teams may consist of fewer players.
 - Teams get points for destroying enemy ships and keeping the territory that they capture. They lose points if they lose teammates.
 - Scores correspond to the number of enemy ships that each team destroys (by any method).
9. **Rules for determining the winner:**
 - A team wins if they score 1,000 points or their opponent reaches 0 points.
 - If a team captures the enemy base in standard battle mode, it will be awarded 1,000 points and automatically wins.
 - A team wins if it destroys all enemy ships.
 - After 20 minutes, the team that has scored the most points is deemed the winner.
10. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Total
 - Individual Total
 - Handicap
 - Total Even/Odd
 - Player To Survive
 - Player's Total
 - Method Of Win
 - by frags - all enemy ships are destroyed
 - by points - team scores 1,000 points or the opposing team scores 0 points
 - any other - method of win not specified above

16.151. HEADIS

1. Headis combines two sports: table tennis and football. The game is played using a rubber ball.
2. Play continues until one of the players has won three sets.
3. A set ends when one of the players scores 11 points. If a game is tied, then play continues until one player leads by a margin of 2 points.

16.152. STREET POWER FOOTBALL 2X2. WORLD CUP

Street Power Football involves the streaming of a multiplayer game (a football simulator).

1. All bets are settled after a match ends.
2. The minimum and maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Matches consist of one period. A period lasts for 5 minutes of play or until one of the teams scores 5 goals.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets Bets are accepted before the start of a match and during a match (Live bets). All Street Power Football matches are streamed online.
6. The following betting markets are available:
 - Win
 - Double Chance
 - Handicap
 - Total Over/Under
 - Individual Total (Over/Under)
 - Total (Even/Odd)
 - Next Goal

16.153. BATTLERITE, WWE BATTLEGROUND

BATTLERITE

1. BattleRite is a stream of multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to two wins, hence the maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. The following markets are available:
 - Win
 - Round Duration
 - Total Rounds (Over/Under)
 - Total Taken Orbs (Over/Under)
8. Bets are accepted before an official event beginning and in Live. All the matches of Battlerite

are streamed Online.

9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

WWE BATTLEGROUND

1. WWE Battlegrounds is a stream of multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to four wins, hence the maximum number of rounds is seven.
3. All bets are settled after an event ends.
4. The fighter who performs a finishing move is deemed the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.
9. **THE FOLLOWING MARKETS ARE AVAILABLE:**
 - **IN THE ROUND:**
 - Win In Round
 - Round Duration* (Over/Under)
 - Type Of Finishing Move: Pinfall, Submission, or Countout
 - **IN THE TOURNAMENT:**
 - Win In The Tournament
 - Total (Over/Under)
 - Fighter's Individual Total (Over/Under)
 - Total Finishing Moves By Types (Over/Under)
 - Race To Points

* Duration of the round means the number of seconds which have elapsed since the fight started.

16.154. KILLER JOKER

1. The deck contains 36 cards (from 6 to A) and 2 jokers (black and red).
 - Player 1 is assigned the black suit cards (clubs & spades)
 - Player 2 is assigned the red suit cards (hearts & diamonds)
 - Cards are drawn from the deck until one of the jokers appears. The player with the most cards wins (the game can end in a draw).
2. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded (settled at odds of 1.00).
3. The following markets are available:
 - Win

- Total
- Total Cards
- Equal Points

16.155. SEGA FOOTBALL

1. SEGA Football involves the streaming of a console game. Two teams play football.
2. A match consists of 2 halves, each half lasts 2 minutes, and includes injury time.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All SEGA Football matches are streamed online.
7. The following markets are available:
 - W1, W2, Draw
 - Total Goals, Individual Total Goals
 - Handicap and Correct Score

16.156. GUILTY GEAR

1. Guilty Gear involves the streaming of a multiplayer game (a fight simulator).
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each market individually.
4. The bookmaker may change stake limits without prior notice.
5. Both pre-match and Live bets are accepted. All Guilty Gear matches are streamed online.
6. Matches last until one fighter wins 5 rounds (the max number of rounds is 9).
7. Each round lasts for 45 seconds.
8. Method Of Victory:
 - Slash victory (one fighter defeats their opponent before the round time limit expires - displayed in the stream as "Slash")
 - Time victory (one fighter defeats their opponent after the round time limit has expired - the winner is determined by which fighter had the most health points remaining and is displayed in the stream as "Time's up")
 - Perfect victory (one fighter defeats their opponent without losing any health points - displayed in the stream as "Perfect")
9. The following markets are available
 - on the whole match:
 - Win
 - Total (Over/Under)
 - Individual Totals (Over/Under)
 - Total Wins On Time (Over/Under)
 - on individual rounds:
 - Win In Round
 - Round Duration (Over/Under)
 - Method Of Win In Round

- Winner And Method Of Victory In Round

10. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.

16.157. SETTE E MEZZO

- The game uses a deck of 40 cards in four suits. At the start of the game, two cards are dealt: one to the player (face up) and one to the dealer (face down). The player must then decide whether or not to draw more cards. The dealer picks up cards after the player. The player must score more points than the dealer, without exceeding 7.5 points.
If both player and dealer score the same number of points and the player does not pick up a winning card combination (see card combinations), the dealer wins.
 - Ranking in a 40-card deck: 2, 3, 4, 5, 6, 7, J, Q, K, A.
 - Value of cards according to their ranking: 2; 3; 4; 5; 6; 7; 0.5; 0.5; 0.5; 1.
 - Card combination ranking:
 - Sette e Mezzo Classic: 7.5 points with more than two cards.
 - Sette e Mezzo Reale: 7.5 points with two cards, one of which is a seven and the other a picture card (K, Q, J).
 - Sette et Mezzo Realissimo – 7.5 points with two cards, one of which is the king of diamonds.
 - Sette e Mezzo Doppio 7: two sevens (this card combination is worth 7.5 points).
- In the event of staff or software error during acceptance of bets (obvious misprints in odds, mismatch of odds in different positions etc) or other arguments confirming incorrectness of bet, the betting company may declare these bets void. In the event of software failure, the game may be interrupted and all unsettled bets refunded.
- The following markets are available::
 - Win;
 - Total;
 - Bust;
 - Total cards;
 - Card combination.

16.158. CRYSTAL

- The game consists of two rounds. At the start of each round, the crystals fall down from the top of the 7x7 game screen.
- The round ends when no winning combinations of crystals are formed. There are 6 different crystal colors. Player 1 earns points for combinations of red, orange, and yellow crystals. Player 2 earns points for combinations of light blue, dark blue, and purple crystals. As well as crystals, the game features a special element - the Wild symbol (appears as a coin) - which can serve as any color crystal to make up a winning combination. Points for winning combinations are credited based on the following formula: number of elements in the combination * odds. The winner is the player who earns the most points at the end of the two rounds. If both players have the same number of points, the result is a draw.
- Odds:

- red crystals: 5 - 1.00, 6 - 1.00, 7 - 1.00, 8 - 1.00, 9+ - 1.00
 - orange crystals: 5 - 1.00, 6 - 3.00, 7 - 3.00, 8 - 3.00, 9+ - 5.00
 - yellow crystals: 5 - 2.00, 6 - 3.00, 7 - 4.00, 8 - 5.00, 9+ - 6.00
 - light blue crystals: 5 - 1.00, 6 - 1.00, 7 - 1.00, 8 - 2.00, 9+ - 3.00
 - dark blue crystals: 5 - 1.00, 6 - 2.00, 7 - 3.00, 8 - 4.00, 9+ - 5.00
 - purple crystals: 5 - 2.00, 6 - 2.00, 7 - 3.00, 8 - 3.00, 9+ - 10.00
4. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
5. The following bet types are available:
- Winner
 - Double chance
 - Total
 - Handicap
 - Exact number of points
 - Exact total number of elements in the combination with the most crystals (if there are no winning combinations, a bet on this market loses)
 - Exact total winning drops
 - Total winning drops
 - Exact total combinations
 - Total combinations

16.159. GIGABASH

1. Gigabash is a multiplayer arena brawler with gigantic Japanese-film inspired kaiju monsters.
2. The game consists of 5 rounds, with 4 kaiju monsters going head to head in each round.
 - The winner of the round receives 3 points, the participant in second place receives 2 points and the participant in third place receives 1 point. The participant who loses first doesn't receive any points.
 - The kaiju monster that collects the most points wins the game. If two or more kaiju monsters collect the same number of points at the end of the game, the tournament is considered to have no winner.
 - Several kaiju monsters can finish in the same place if they've collected the same number of points. The subsequent places of participants are then determined in descending order.
3. All bets are settled after the end of the event.
4. The maximum stake is determined by the bookmaker separately for each market.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
8. Available markets:
 - On a round:
 - Fighter To Win Round
 - On a tournament:
 - To Win Tournament

- To Place 2nd, 3rd, 4th In Tournament
- Individual Totals (based on the points earned)

16.160. HIGHER VS LOWER

1. Two players play against each other. A game consists of three rounds. At the start of the game (in the pre-match) three numbers of player 2 (between 1 and 99) will appear on the screen at random.
 - At the start of each round, a random number of player 1 (between 0 and 99 inclusive) will appear on the screen.
 - The winner of the round is the player whose number is higher. They are given 1 point (if a draw occurs, no point is awarded to anyone).
 - The winner of the game is the player who scored the most points (if the number of points is equal, a draw is declared).
2. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. **The following markets are available:**
 - **on the whole game:**
 - Win
 - Correct Score
 - Round Winner
 - **on a round:**
 - Win
 - Individual Total 1 Even/Odd

17. Proposition bets (outcomes)

1. The bet "Team 1 To Win" is indicated as "1".
2. The bet "Draw" is indicated as "X".
3. The bet "Team 2 To Win" is indicated as "2".
4. The bet "Team 1 To Win or Draw" is indicated as "1X". Team 1 must win or there must be a draw for the bet to win.
5. The bet "Team 1 To Win or Team 2 To Win" is indicated as "12". Either team must win (a match must not end in a draw) for the bet to win.
6. The bet "Team 2 To Win or Draw" is indicated as "X2". Team 2 must win or there must be a draw for the bet to win.
7. The bet "Team (player, driver etc.) To Win With A Handicap" is indicated as "Handicap" (each handicap has its own odds). A handicap is an advantage or a disadvantage of a team (player, driver etc.) which is expressed in goals, points, sets, seconds etc. and is determined by the bookmaker in respect to a particular bet. The outcome of an event with a handicap is determined by adding the handicap to the actual result. If the result is in favor of the selected team (player, driver etc.), the bet is settled as won. In the opposite case, the bet is settled as lost. If the result is a draw after the handicap has been applied, the bet is settled at odds of 1.
8. The bookmaker offers two types of Total bets: on two outcomes (Over/Under) or three outcomes (Over/Exactly/Under).

The bet "(Total) Over/Under" is indicated as "Total".

This is a bet on the total number of goals, points, games (etc.) that have been scored, earned, played (etc.) by teams (players etc.). The Customer must predict how many goals, points, games (etc.) will be scored, earned, played etc. (more or fewer than the total number quoted). At the bet settlement playing time stipulated hereby for each sport is taken into account, unless the market states otherwise. At the settlement of individual total (also called "player total" or "team total"), no own goal shall count.

At the settlement of bets on individual total (also called "player total" or "team total") the number of goals, points, games (etc.), scored, earned, played (etc.) by either team (player etc.) is taken into account.

If the result is the same as the total quoted by the bookmaker, "over" and "under" bets will be settled at odds of 1.
9. Over/Exactly/Under bets are referred to as a 3-way total. Such bets are labeled "3way" and shall be settled exactly as follows:
 - "Total Under 123 (3way)" - the total number is less than 123.
 - "Total Exactly 123 (3way)" - the total number is equal to 123.
 - "Total 123 over (3way) - total strictly over"

If the final score is 123, only one bet "Total Exactly 123 (3way)" wins, while bets on total over or under 123 labeled as "3way" are not refunded, as would be the case for ordinary Over/Under bets. Bets on individual 3way totals shall be settled accordingly.
10. The bet "Total Interval"

The Customer should predict the total in a particular interval. For example, if the bet "Total From 0 to 1" is placed and the score is 0:0, the total number is 0; if the score is either 1:0 or 0:1, the total number is 1. In both cases, the bet wins. Any other bets lose. "No Goals" - the bet wins if the final score is 0:0. The bet «Correct score» — it is necessary to predict a score of a match on regular time (not including OT, penalty shootouts).
11. The bet "Correct Score". The Customer should predict the exact score in regular time (excluding overtime, penalty shootouts etc.).
12. The bet "HT-FT" is expressed with "W" (for win), and "X" (for draw). The result of the first half (period) is followed by the result of the match. For example, W1W2 means that Team 1 will win

(W1) the first half, and Team 2 will win (W2) the match. In sports where a match lasts for four quarters (basketball, water polo etc.) "HT-FT" bets are settled based on the result of the first half (first two quarters) and the result of the match (in regular time).

13. The bet "Result + Total Goals"

The Customer should predict which team will win, and the total number of goals.

14. The bet "Goal () Up To 78 Min. - Yes". The Customer should predict whether a team will score the goal before or in the 78th minute.

15. The bet "Scoring Periods (Halves/Quarters/Games/Innings)"; "Sets Scoring"; "Scores In Each Half".

The Customer should predict which half, period, quarter etc. in a match will end with the highest score or whether halves, periods, quarters etc. will end with the same score (number of goals/points).

16. "Player Match-Ups in the Final Tournament Table".

The Customer must predict which player will perform better in a tournament. When comparing player stats, statistical information from the official website of the tournament is used. Penalty shootouts do not count and the number of matches each player participates in is not taken into consideration. If a player fails to participate in even a single match, bets are settled at odds of 1.00.

17. The bet "To Be Higher At The End Of The Championship" The Customer should predict which of the two named teams will be higher in the tournament table at the end of a tournament. If the scores are equal, bets are settled at odds of 1. Should a team fail to participate in the tournament matches, bets will be settled at odds of 1.

18. Bets on "Home - Away" / "Team 1-Team 2" / "Player 1-Player 2" markets are only valid on the tournaments and dates specified in the bet slip.

Victory by the home or away team is determined based on the difference in goals (points) scored by the home team and the away team, respectively, including any handicap applied.

"Home-Away" bets placed on a particular round are settled at the end of that round.

If a match on a matchday (in a round) is canceled, postponed, not completed, or deemed void, bets on "Home-Away" markets are settled at odds of 1.00, with the exception of markets whose outcome had already been determined.

Examples:

The bet "Home - Away, Draw 2:2 - Yes" will be settled as a win if at least one match ends with a score of 2:2.

The bet "Home - Away, First Match Goal From 1 To 5 Minute - Yes" will be settled as a win if the first goal is scored from between the 1st and 5th minutes in at least one match.

The bet "Home - Away, Half Time-Full Time W2W1 Or W1W2 - Yes" will be settled as a win if the team in the lead changes in at least one match.

For the bet "Home - Away, Team Will Score First Goal The Earliest", the bettor must predict which team will score the first goal on a particular matchday (round) before any other teams. If more than one team scores their first goal at the same time, bets on those teams are settled as wins.

19. The bet "Total Goal Minutes"

Bets are settled based on the sum total of minutes in which goals were scored in regular time. For example, if goals were scored in the 13th, 25th and 47th minutes, the total number for bet settling purposes is $13 + 25 + 47 = 85$.

20. The bet "Points" (volleyball, table tennis, squash, badminton). A point is a result of a serve in the specified game or set.

For example, "Volleyball. 1 To Win Point 19 (1 set)". The score of the first set was (8:9) at the time of placement, then the score changed to (8:10), meaning the serve was won by Team 2. Afterwards the score became (9:10), which means that the 19th point was won by Team 1. The bet wins.

21. First Match Goal From () To () Minute. The Customer should predict whether the first goal will be scored in the quoted timeframe.
22. Last Goal From () To () Minute. The Customer should predict whether the last goal will be scored in the quoted timeframe.
23. No Last Goal. The bet wins if a match ends with the score 0:0.
24. First Goalscorer. For betting purposes, own goals do not count. If the first goal in a match is an own goal, first goalscorer bets will be settled based on who scores the second goal. If all the goals in a match are own goals, bets on a "No Goals" outcome win.
25. Last Goalscorer. For betting purposes, own goals do not count. If the last goal in match is an own goal, last goalscorer bets will be settled based on who scores the penultimate goal. If all the goals in a match are own goals, bets on a "No Goals" outcome win.
26. Highest Scoring Quarter - Total Under (). The highest scoring quarter is the quarter in which the most goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the highest scoring quarter is fewer than the quoted number. Bets are not refunded when two or more quarters end with the same highest score; bets are settled based on the total number of goals (points).
27. Lowest Scoring Quarter - Total Under (). The lowest scoring quarter is the quarter in which the fewest goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the lowest scoring quarter is fewer than the quoted number. Bets are not refunded when two or more quarters end with the same lowest score; bets are settled based on the total number of goals (points).
28. The bet "Highest Scoring Period". If the highest scoring quarter is impossible to determine (two or more quarters ended with the same score), bets on such quarters are settled at odds of 1. Bets on other quarters are settled as lost.
For example: the score is (19:20, 22:17, 21:18, 12:20).
Highest Scoring Period (1) - refund;
Highest Scoring Period (2) - refund;
Highest Scoring Period (3) - refund.
29. The bet "Race To... Points". The Customer should predict which participant of a match will be the first to earn the quoted number of points. For example:
"Team 1 To Win Race To 15 Points". If the score is 15-13, the bet wins; if the score is 12-16, the bet loses; if the score is 10-12, the bet loses.
"Neither Team To Win Race To 15 Points". If the score is 15-13, the bet loses; if the score is 12-16, the bet loses; if the score is 10-12, the bet wins. Should any participant refuse to continue for any reason before they or their opponent receive the quoted number of points, bets are settled at odds of 1.
30. The bets "Next Corner () Team ()" and "Next () Y/C Team ()". If the outcome specified on a bet slip does not take place, bets will be refunded.
31. The bet "Players, Match-Ups, Handicaps" will be settled based on the match-up of players' individual totals (the number of scored goals) with a handicap. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
32. The bet "Players, Special, Total". The bet is placed on the total number of goals scored by the named players. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
33. The bet "1st and 2nd Place In The Group" wins if the teams named finish in 1st and 2nd places at the group stage in the specified order.
34. The market "First Goal To Be An Own Goal". If the score is 0-0, the bet "No First Goal" will win.
35. The market "Remaining Time Outcome" ("After Score ()-()"). The Customer should predict how a match will continue after the quoted score. For example, the bet "1X After Score 3-2" will win if the score does not change until the end of the match. The final score is deducted from the specified score: in this example, the score of 3-2 is followed by the score of 0-0 (draw). If the

score becomes 3- 3, the bet will lose, because the score in the remaining time after 3-2 will be 0-1 (Team 2 scored).

36. Bets on total playing time are made in minutes. If the total playing time is predicted exactly, bets will be settled at odds of 1. For example, the bet "Total Kyrie Irving Over (39.5)" will be settled at odds of 1 if the player's total playing time amounts to 39 minutes 30 seconds.
37. Correct Score. Group Bet. The bet "Any Other Score" is settled based on the outcomes specified in the group. There are three groups of outcomes, and score numbers depend on the current score in a match. For example, if the current match score is 0-1, the following selections are offered:
Correct Score 2-1, or 3-1, or 3-2.
Correct Score: 1-2, or 1-3, or 2-3.
Any other score.
If the match ends with a score of 0-1, the bet "Any Other Score" will win.
38. The market "Win Or Draw". The market includes only two outcomes. For example, the bet "X Or 2 (Home Win - Refund) - 2" means that the bet is made on a draw or win of Team 2 and the selected outcome is the win of Team 2. The bet will win if Team 2 wins, and lose if the match ends in a draw. If Team 1 wins, the bet will be refunded (according to the condition specified in the market). Bets are accepted on regular time.
39. **Post-Match vs Live.** This bet is formed from two matches, one of which has already taken place on the current match day and the other will be broadcast LIVE. In other words, customers need to predict the outcome of a bet where they already know one of the results.
If a team forfeits in one of these matches or a match is either abandoned or postponed, "Post-Match vs Live" bets will be void (refunded).
40. **Winner with Handicap bets** cover the entire competition season. The team that is the favorite will win the season with a handicap of 0. At the end of the season, all the teams' handicap points are added to their current score. The team with the most points will be determined the winner.
41. **Accumulator Outcomes. Special Bets.**
These are markets which include two or more outcomes. For example:
"Fewer Than 2.5 Goals And Fewer Than 4 Cards"
"Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins"
For these types of bets to win, all the outcomes in the market must be predicted correctly. Unless otherwise stated, bets are accepted on regular time, including additional/stoppage time. Should some but not all of the outcomes be predicted correctly, no refund will be made. For example: "Fewer Than 10 Corners And Fewer Than 4 Cards" - if there are 9 corners and 4 cards, the bet loses.
If one or more of the outcomes is not determined (the match has been interrupted, canceled, the athlete did not take part in the competition), then bets will be settled according to the outcomes which have been determined.
For example: "Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins". The Borussia match was canceled, and Juventus did not score in the first 20 minutes. The accumulator is deemed to be lost because one of the outcomes was predicted incorrectly.
42. "Prospective Fights" / "Celebrity Fights". The proposed date of the fight must be before the end of the current year (unless otherwise specified). Only bets on fights from the list offered that have been taken place will be settled. Bets on fights that do not take place will be settled at odds of 1.00.
43. The bookmaker may offer other types of bets.
44. **"Dead Heat"** — an outcome in which more than one participant of an event, tournament, or championship is declared the winner. If two winners are declared, the stake will be divided by 2 when settling the bet. If three or more winners are declared, bets placed on this selection will be settled at odds of **1.00**. This rule **does not apply** to the bet type **"Who is Higher"**.

18. Extra bets

1. 1st Half-Match. The Customer should predict the result of the first half and the result of a match.
2. Correct Score. The Customer should predict the score of a match (regular time) correctly.
3. To Score First Goal. The Customer should predict which team will be the first to score a goal. If there are no goals in regular time, bets are settled as lost. An own goal shall be treated as a goal of the team whose score it was added to.
4. Goal Time. The Customer should predict the timeframe in which a goal will be scored by either team (from X to Y minute, inclusive). If there are no goals, bets will lose.
5. The bet "Both Teams To Score - Yes" will be settled as won if each team scores at least one goal. The bet "Both Teams To Score - No" will be settled as won if at least one team fails to score.
6. Score Match-ups by halves, periods, quarters, innings. The Customer should predict whether the halves (or periods, quarters, innings) will end with the same score (number of goals/points/runs) or which half (period, quarter, inning) will end with the highest score.
7. Team Wins. The Customer should predict which team (player) will score more goals (earn more points, win more sets, etc.) according to the final result of the match, including extra time (overtime) and penalty shootouts, if any.
8. "Draw In At Least One Half" The bet "Draw In At Least One Period - No" will win if no period ends in a draw. For example, if the score is (1-0; 0-0), the bet will lose. If the score is (1-0; 0-1), the bet will win.
9. **Who Will Kick Off The Match?** The Customer should predict which team will kick off from the center mark to start the match.
10. **First Substitution - Team.** The Customer should predict which team will be the first to make a substitution. Should both teams make substitutions at the same time (according to the match records), bets will be settled at odds of 1.
11. **First Substitution.** The Customer should predict when the first substitution will be made: 1st half, half-time, or 2nd half. If there are no substitutions in a match, bets will be settled at odds of 1.
12. **Penalty Awarded - Yes/No.** The Customer should predict whether a penalty kick will be awarded in a match.
13. **Sending Off - Yes/No.** The Customer should predict whether any player will be sent off during the match. Only dismissals of outfield players and goalkeepers will count.
14. **First Booking.** The Customer should predict which team will be the first to receive a booking (yellow card). Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
15. **Last Booking.** The Customer should predict which team will be the last to receive a booking (yellow card). A second booking resulting in a player being dismissed will not count. Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
16. **Handicap.** As well as handicaps in the main markets, the bookmaker offers bets on which team will win with a different handicap. For example, if the final score is 2:1 (regular time): The bet "Handicap [0:1] W2" loses, because after the handicap has been applied, the score becomes 2:2. The bet "Handicap [0:1] X" wins, because after the handicap has been applied, the score becomes 2:2. The bet "Handicap [1:0] W1" wins, because after the handicap has been applied, the score becomes 3:1.
17. **Teams, Match-Ups.** The Customer should predict which of the named teams will score more goals or earn more points.
18. **Player Total (Individual Total) (basketball, volleyball).** The Customer should predict a

player's individual total according to certain statistics, such as points, rebounds, assists etc. All bets on player totals include overtime or golden set. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.

19. **Player Total (Individual Total)** (handball, futsal, field hockey). The Customer should predict a player's individual total by the number of goals scored. All bets on player totals are accepted on regular time. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.
20. **First To Happen**. Example: "First To Happen - Yellow Card Or Goal". The Customer should predict what will happen first in the match: a yellow card will be shown or a goal will be scored. If there are no yellow cards and no goals in a match, bets are settled at odds of 1.
21. **A Player Scores Two Goals (Brace)/A Player Scores A Hat-Trick/A Player Scores Four Goals (Poker)**. The Customer should predict whether one football player will score exactly two goals (brace), exactly three goals (hat-trick), or exactly four goals (poker). No own goal will count.
22. **Player To Get Yellow/Red Card**. The Customer should predict whether the referee will show a yellow or red card to a particular player. No yellow or red card will count unless it is shown to an outfield player or a goalkeeper. If a player is not included in the starting 11, bets on this player will be settled at odds of 1.
23. **Official Added Time Total**. The Customer should predict whether the number of minutes added as stoppage time to each half will be higher or lower than the quoted number.
24. **Come From Behind And Win (regular time including added time)**. A team is deemed to have come from behind if they had been trailing during the match, but then win. Should a match end in a draw, the bet "Come From Behind And Win - Yes" loses.
25. **Either Team Not To Take The Lead and Avoid Defeat**. Bets on such a market win if a team avoids defeat (i.e. they win or draw) without taking the lead in a match.
Either Team Not To Take The Lead and Win The Match. Bets on such a market win if a team wins without taking the lead in a match.
26. **Goal 1 Scored With A Header**. The Customer should predict whether the first goal in the match will be scored with a header. If there are no goals in a match, or if the first goal is an own goal (even if it is scored with a header), the bet "Goal 1 Scored With A Header - No" wins.
27. **To Score First And Win The Match**. The Customer should predict which team will be the first to score a goal and win the match. Bets on NHL, KHL, and all international tournaments are accepted on regular time. If there are no goals, bets on the selection "To Score First And Win The Match - Yes" will lose.
28. **Clean Sheet (Shutout)** - a match in which at least one team does not concede a single goal.
29. **"Team 2 To Win To Nil - Yes"**. The bet wins if the score is 0:1, 0:2, etc. The bet "Team 2 To Win To Nil - No" wins if a match ends with any score other than 0:1, 0:2, etc.
30. **To Score Penalty - Yes/No**. The Customer should predict whether a team will score a penalty kick. If no penalty kick is awarded during a match, bets on "To Score Penalty - Yes" and "To Score Penalty - No" will lose. Example: "Team 2 To Score Penalty - No" The bet will win if a penalty kick is awarded to Team 2 but they do not score the penalty. The bet will lose if no penalty kick is awarded, or Team 2 scores the penalty (scores a goal from a penalty).
31. **Team 2 To Score Their 1 Penalty - Yes**. The Customer should predict whether the team will score the first penalty kick awarded to them. If no penalty kick is awarded during a match, the bets "Team To Score Their 1 Penalty - Yes" and "Team To Score Their 1 Penalty - No" will be settled as lost.
32. **Run Of Play (Lead - Win, Lead - Draw, Lead - Lose)**. Bets are accepted on regular time including added time. This bet will be settled on the first team to take the lead in combination with the final result, regardless of how often the lead may change in between.
33. **"First/Last Match Goal From () To () Minute"**. Added time is taken into account for bet settlement purposes. The bet "First Match Goal From 10:00 To 14:59" will be settled as won if the first goal is scored in this timeframe.

34. **Bets on one team's time in the lead or the duration of a tied score.** Bets are accepted on regular time (not including added time). Only completed minutes are taken into account when settling bets.
- Example.** During an ice hockey game, Team 1 scores in the 16th minute, Team 2 scores in the 21st minute, and Team 1 scores again in the 36th minute.
- The total amount of time during which the score was tied is calculated: the first 15 mins + 14 minutes (36 - 21) = 29 mins.
- The total time Team 1 spent in the lead is calculated in the following way: (21 - 16) + (60 - 36) = 4 + 24 = 28 mins.
- A bet on "Draw For Under 19.5 Mins." will be settled as a loss.
- A bet on "Team 1 To Lead Over 13.5 Minutes" will be settled as a win.
35. **The bet "Correct Score. Any Other Score".** The bet will win if the score of a match differs from the list of correct scores offered. The bookmaker shall make a list of correct scores at its own discretion.
36. **"Either Goalkeeper To Touch The Ball In The First N Minutes of A Match" and "Both Goalkeepers to Touch The Ball In The First N Minutes of A Match"** include any touches of the ball made by either goalkeeper, even if the ball was out of play at that time etc. For betting purposes, any touches of the ball made by either goalkeeper count, regardless of whether they were shown in the live stream or not. If the moment when a goalkeeper touched the ball was not shown in the stream (for example, if a goal kick was not shown due to a replay), the ball is deemed to have been touched when the live stream resumed.
37. "Leader After Total Points Scored". The Customer should predict the situation between the teams after the specified number of points has been scored.
- Example. Bet *"Team 1 To Win After 10 Points"*.
- Let's consider several options:
- The score of the match is (6:4), 10 points have been scored, Team 1 leads, the bet wins.
- The score of the match is (3:7), 10 points have been scored, Team 2 leads, the bet loses.
- The score of the match is (5:5), 10 points have been scored, there is a tie, the bet loses.
38. For 'Special' and 'Special bets' types of bets, if the outcome of an event was not included in the list of available bets, all bets placed on outcomes that were available for betting will stand and will be settled according to the results.
39. A bet on "Team to score a penalty Yes/No" market will be deemed lost if no penalty is awarded during regular time.
40. Bets on "How the goal will be scored" and "Next goal" markets will be deemed lost if the goal number specified in the bet is not scored.

19. Examples

19.1. Single bet example

event	bet odds
AC Milan - Bayern Munich 1	2.0
AC Milan - Bayern Munich X	3.0
AC Milan - Bayern Munich 2	3.3

You place a bet on Milan's victory with a stake of €100.
The odds on Milan's victory are 2.0.
If Milan wins, the payout will be $100 \times 2.0 = €200$.
The net gain is: $€200$ (the payout) - $€100$ (the stake) = $€100$.

19.2. Accumulator bet example

event	bet odds
Dynamo K - Feyenoord	1 2.1
Lyonnais - Inter Milan	X 2.9
Olympiakos - Manchester United	2 2.0

The odds of the selections included in the accumulator bet are multiplied: $2.0 \times 2.1 \times 2.9 = 12.18$.
With a stake of €100 on this accumulator bet, you receive $€100 \times 12.18 = €1218$.
The net gain (excluding the stake) is €1118.

19.3. System bet example

SYSTEM 3/6 (3 WINNING SELECTIONS)

System 3/6 is a bet on all possible 3-event accumulator combinations from the 6 selections. You must correctly predict the outcomes of a minimum of 3 events, otherwise the system bet will lose. Let's say you placed a 3/6 system bet with a stake of €60.

The outcomes are as follows:

Event	Odds	Result
1 event 1	1.6	win
2 event 2	1.9	loss
3 event 3	1.9	loss
4 event 4	1.3	win
5 event 5	1.45	win
6 event 6	1.85	win

20 different combinations of 3 outcomes can be formed from a total of 6 selections (i.e. Event 1 + Event 2 + Event 3; Event 1 + Event 2 + Event 4; etc.). Each combination forms an accumulator bet

within the system.

To calculate the stake for each combination, the total stake (€60) is divided by the number of combinations in your 3/6 system (20 combinations). $60/20=€3$. Therefore the stake for each accumulator bet within your system is €3.

You needed to correctly predict at least 3 outcomes from the possible 6. you correctly predicted 4 outcomes: for Event 1, Event 4, Event 5 and Event 6. As 4 outcomes were predicted correctly, any 3 of those 4 events will form a winning combination. There are 4 winning accumulators:

Combinations Accumulator Odds

	event 1	1.6
I	event 4	1.3
	event 5	1.45
	event 1	1.6
II	event 4	1.3
	event 6	1.85
	event 4	1.3
III	event 5	1.45
	event 6	1.85
	event 1	1.6
IV	event 5	1.45
	event 6	1.85

To calculate the winnings for each combination, multiply the odds by the stake:

Accumulator I: $1.6 \times 1.3 \times 1.45 \times €3 = €9.05$.

Accumulator II: $1.6 \times 1.3 \times 1.85 \times €3 = €11.54$.

Accumulator III: $1.85 \times 1.3 \times 1.45 \times €3 = €10.46$.

Accumulator IV: $1.6 \times 1.85 \times 1.45 \times €3 = €12.88$.

To calculate the total payout on your system bet, total the winnings for all winning combinations in the system:

$I + II + III + IV = 9.05 + 11.54 + 10.46 + 12.88 = €43.93$.

The total payout is €43.93.

19.4. Asian handicap single bet

When you place an Asian Handicap bet, we essentially take two bets. For example, the bet HANDICAP (+1.25) corresponds to a combination of two bets: HANDICAP (+1) and HANDICAP (+1.5). The odds are the same for both bets. The stake on each of these bets is equal to half of the total stake. The winnings will be equal to the sum of the winnings of both bets. Depending on the outcome, you may: win both bets; win one bet whilst the other one is refunded; or lose both bets.

Asian handicap SINGLE BET example

event handicap

Villarreal CF +0.75

Real Madrid -0.75

In this example, the total stake will be €100.

If you place the bet **VILLARREAL CF handicap (+0.75)**, effectively the bets HANDICAP (+1) and HANDICAP (+0.5) are placed, each with a €50 stake.

Some possible outcomes are:

1. match score (0:1) – HANDICAP (+0.5) - loss, HANDICAP (+1) – refund.
2. match score (1:1) – HANDICAP (+0.5) - win, HANDICAP (+1) - win.
3. match score (0:2) – the bet loses.

If you place the bet **REAL MADRID HANDICAP (-0.75)**, effectively the bets HANDICAP (-0.5) and HANDICAP (-1) are placed, each with a €50 stake.

Some possible outcomes are:

1. match score (0:1) – HANDICAP (-0.5) – win, HANDICAP (-1) – refund.
2. match score (1:1) – the bet loses.
3. match score (0:2) – the bet wins.

19.5. Asian handicap bet as part of accumulator bet

If an Asian Handicap bet is a part of an accumulator or system bet, the overall number of combinations is doubled.

ASIAN HANDICAP ACCUMULATOR BET example

You place €100 on an accumulator bet consisting of two events, each event with the total of 3.25.

Both events result in the score 3-0.

Essentially there are four accumulator bets here, each with a €25 stake: >3,>3; >3,>3.5; >3.5,>3; >3.5,>3.5. This means that the €25 stake is refunded for one accumulator bet (>3,>3) and all other bets are lost.

19.6. Asian total bet

This is a bet on the total score, where the predicted total must be a multiple of 0.25 (but not 0.5). This bet is calculated as two bets with stakes equal to half of the total stake and equal odds. The totals for the bets are the values which are the closest multiples of 0.5 to your prediction, i.e. the total for one bet will be your prediction + 0.25 and the other will be your prediction -0.25.

ASIAN TOTAL BET EXAMPLE

Example 1: you place the bet TOTAL (1.75) UNDER with a €100 stake and odds of 1.4. To settle this bet, it is split into the following two bets: TOTAL (1.5) UNDER and TOTAL (2) UNDER. The stake is divided equally between the two bets (€50 each).

Some possible outcomes are:

1. match score (0:0) or (0:1) – both bets are won ($100 \times 1.4 = €140$).
2. match score (1:1), (0:2) – TOTAL (1.5) UNDER – loss; TOTAL (2) UNDER – refund of stake (€50).
3. match score (1:2) – both bets are lost.

Example 2: you place the bet TOTAL (1.75) OVER with a €100 stake and odds of 1.4. To settle this bet, it is split into the following two bets: TOTAL (1.5) OVER and TOTAL (2) OVER. The stake is divided equally between the two bets (€50 each).

Some possible outcomes are:

1. match score (0:0) or (0:1) - the bet loses.
2. match score (1:1), (0:2) - TOTAL (1.5) OVER - win; TOTAL (2) OVER - refund of stake ($50 \times 1.4 + 50 = 70 + 50 = \text{€}120$).
3. match score (1:2) - the bet wins ($100 \times 1.4 = \text{€}140$).

19.7. Chain bet example

The bet slip includes four events. The stake is €10.

Volleyball. South Korea (women) - Myanmar (women) (13.09 10:45)	1 to win point 15 in 1st Game	1.45
Volleyball. Air Force (women) - Navy (women) 3rd set (13.09 09:45)	After 30 points W1	1.62
Tennis. ITF. K.Onishi/Yonemura - Kato/Hiroko Kuwata (Japan) (13.09 09:45)	Game 18: 40:40 No	1.36
Ice hockey. HC CSKA (Moscow) - HC Vityaz (Chekhov) (incl OT) (10.10 19:00)	Total from 2 to 4	1.45

Bets are settled in the order in which they are listed on the bet slip.

EXAMPLE 1. ALL BETS IN THE CHAIN HAVE WON.

The 1st bet wins. It is settled as: $10 \times 1.45 = \text{€}14.50$;
 the 2nd bet wins. It is settled as: $(14.5 - 10) + 10 \times 1.62 = 4.5 + 16.2 = \text{€}20.70$;
 the 3rd bet wins. It is settled as: $(20.7 - 10) + 10 \times 1.36 = 10.7 + 13.6 = \text{€}24.30$;
 the 4th bet wins. It is settled as: $(24.3 - 10) + 10 \times 1.45 = 14.3 + 14.5 = \text{€}28.80$.
 The total payout is €28.80.

EXAMPLE 2. THE 1ST, 3RD AND 4TH bets have WON.

The 1st bet wins. It is settled as: $10 \times 1.45 = \text{€}14.50$;
 the 2nd bet loses. It is settled as: $(14.5 - 10) = \text{€}4.50$ (= remaining balance);
 the 3rd bet wins. It is settled as: $4.5 \times 1.36 = \text{€}6.12$ (= remaining balance);
 the 4th bet wins. It is settled as: $6.12 \times 1.45 = \text{€}8.87$.
 The total payout is €8.87.

EXAMPLE 3. THE 1ST, 2ND AND 4TH BETS HAVE WON.

The 1st bet wins. It is settled as: $10 \times 1.45 = \text{€}14.50$;
 the 2nd bet wins. It is settled as: $(14.5 - 10) + 10 \times 1.62 = 4.5 + 16.2 = \text{€}20.70$;
 the 3rd bet loses. It is settled as: $20.7 - 10 = \text{€}10.70$;
 the 4th bet wins. It is settled as: $(10.7 - 10) + 10 \times 1.45 = 0.7 + 14.5 = \text{€}15.20$.
 The total payout is €15.20.

20. Main sources of information

1. Soccer:

<http://www.fifa.com> - International Matches
<http://www.uefa.com> - International Matches. Europe
<http://www.uefa.com> - UEFA Champions League, UEFA Europa League
<http://www.concacaf.com> - CONCACAF Champions League
<http://www.cafonline.com> - CAF Champions League
<http://www.the-afc.com> - AFC Champions League
<https://www.premierleague.com> - Premier League
<http://www.a-league.com.au> - A-League
<https://www.nationalpremierleagues.com.au> - National Premier Leagues
<http://www.bundesliga.at> - Austrian Football Bundesliga
<http://www.afa.org.ar> - Superliga Argentina
<http://www.fshf.org/index.php/sq/> - Albanian Superliga
<http://www.ffa.am> - Armenian Premier League
<http://abff.by> - Belarusian Premier League
<http://www.sport.be> - Belgian First Division A
<http://fpleague.bg/bg> - First Professional Football League (Bulgaria)
<http://www.nfsbih.ba> - Premier League of Bosnia and Herzegovina
<https://www.cbf.com.br> - Campeonato Brasileiro Série A
<http://www.mlsz.hu> - Nemzeti Bajnokság
<http://www.federacionvenezolanadefutbol.org> - Venezuelan Primera División
<https://www.guatefutbol.com> - Liga Nacional de Fútbol de Guatemala
<http://www.kicker.de> - Bundesliga
<http://www.hkfa.com> - Hong Kong Premier League
<http://www.superleaguegreece.net> - Super League Greece
<http://www.footballleague.gr> - Super League Greece 2
<http://www.lnphn.com> - Liga Nacional de Fútbol Profesional de Honduras
<http://erovnuliliga.ge> - Erovnuli Liga
<http://www.knvb.nl> - Eredivisie
<http://www.dbu.dk> - Danish Superliga
<http://www.efa.com.eg> - Egyptian Premier League
<http://www.the-aiff.com> - I-League
<http://www.persianleague.com> - Persian Gulf Pro League
<http://www.ksi.is> - Úrvalsdeild karla
<https://pflk.kz> - Kazakhstan Premier League
<http://www.canadiansoccerleague.ca> - Canadian Soccer League
<http://www.qfa.com.qa> - QNB Stars League
<http://sports.sina.com.cn/csl> - Chinese Super League
<http://www.cfa.com.cy> - Cypriot First Division
<http://www.unafut.com> - Liga FPD
<http://dimayor.com.co> - Categoría Primera A
<http://www.lff.it> - A Lyga
<http://ffm.mk> - Macedonian First Football
<http://www.mfa.com.mt> - Maltese Premier League
<http://www.frmf.ma> - Botola
<http://www.nzfootball.co.nz> - New Zealand Football Championship
<http://www.fotball.no> - Eliteserien
<http://www.proleague.ae> - UAE Pro-League
<http://www.fepafut.com> - Liga Panameña de Fútbol
<http://www.apf.org.py> - Paraguayan Primera División
<http://www.ekstraklasa.org> - Ekstraklasa
<https://premierliga.ru> - Russian Premier League
<http://www.lpf.ro> - Liga I
<http://www.spl.com.sa> - Saudi Professional League
<http://nifootballleague.com> - NFL Premiership
<http://www.superliga.rs> - Serbian SuperLiga
<http://www.futbalsfz.sk> - Slovak Super Liga
<http://www.nzs.si> - Slovenian PrvaLiga
<https://www.mlssoccer.com> - MLS
<http://www.thaileague.co.th> - Thai League 1
<http://www.ftf.org.tn> - Tunisian Ligue Professionnelle 1
<http://www.tff.org.tr> - Süper Lig
<http://www.welshpremier.com> - Wales Premier League
<http://www.auf.org.uy> - Uruguayan Primera División
<http://www.veikkausliiga.com> - Veikkausliiga
<http://www.lfp.fr> - Ligue 1
<http://fscg.me> - Montenegrin First League
<http://fotbal.cz> - Czech First League
<http://www.anfp.cl> - Chilean Primera División
<http://www.football.ch> - Swiss Super League
www.allsvenskan.se - Allsvenskan
<https://spfl.co.uk> - SPL
<http://www.jalgpall.ee> - Meistriliiga
<http://www.psl.co.za> - South African Premier Division
<http://www.kleague.com> - K League 1
<https://www.jleague.jp> - J1 League Bryansk region

2. Basketball:

www.euroleague.net - ULEB Euroleague
www.fiba.com - FIBA Tournaments
www.aba-liga.com - Adriatic League
www.bbl.net - Baltic League
www.russiabasket.ru - Russia
www.nba.com - NBA
www.wnba.com - WNBA
www.ncaa.com - NCAA
www.nbl.com.au - Australia
<https://basketballaustria.at> - Austria
www.easycrredit-bbl.de - Germany
www.esake.gr - Greece
www.acb.com - Spain
www.legabasket.it - Italy
www.lkl.lt - Lithuania
www.plk.pl - Poland
<https://www.kls.rs> - Serbia
www.basket.com.ua - Ukraine
www.lnb.fr - France
www.cbf.cz - Czech Republic

3. Volleyball:

www.cev.lu - European Cups
www.fivb.com - International
www.volleyball-bundesliga.de - Germany
www.rfevb.com - Spain
www.legavolley.it - Italy (Men)
www.legavolleyfemminile.it - Italy (Women)
www.pls.pl - Poland (Men)
www.volley.ru - Russia
<http://www.lnv.fr/> - France
www.cvf.cz - Czech Republic

4. Handball:

www.ihf.info - IHF Tournaments
www.eurohandball.com - EHF Tournaments
Champions League
www.handball-bundesliga.de - Germany
<https://www.dhf.dk/> - Denmark
www.asobal.es - Spain
www.rushandball.ru - Russia

5. Other types of sports:

www.nfl.com - American Football NFL
www.koreabaseball.com
<http://biathlonresults.com>, www.ibu.at - Biathlon
Snooker
www.boxrec.com - Boxing
www.iaaf.org - Athletics
www.fis-ski.com - Ski
www.atptour.com - Tennis. ATP. Challengers.
www.itftennis.com/en/itf-tours/mens-world-tenn
www.espn.com/f1, www.formula1.com - Formula-1
www.rusbandy.ru - Bandy
www.fide.com - Chess

6. Ice hockey:

www.khl.ru - KHL
www.nhl.com - NHL
www.theahl.com - AHL
www.hockey.by - Belarus
www.penny-del.org - Germany
www.hockey.no - Norway
www.fhr.ru - Russia
<https://www.finhockey.fi/> - Finland
www.hockeyfrance.com - France
www.hokej.cz - Czech Republic
www.sihf.ch - Switzerland
www.swehockey.se - Sweden

21. Calculation of «Accumulator» and «System» bets

If you would like to get more details about principles of «Accumulator» and «System» bets calculation, you can use a special calculator which allows to set any number of events, bet amount and odds. The calculator gives explanation of all combinations participating in the final calculation of winnings for your bet.

[Go to the page of «Accumulator» and «System» calculation.](#)

22. GOLDEN RACE

GoldenGames – present multimedia events with deliberately unknown results, which are stream via Internet to a chain of betting shops.

Any player can learn the results of the events filtered by date, time, type, and number in online mode.

22.1. VIRTUAL FOOTBALL

There is a new virtual 3-D football match held every five minutes. A match lasts 90 seconds.

Types of bets:

1. *Home (1)*- win of the first (home) team in match;
2. *Draw (X)*- a result in competitions that reveals no winner;
3. *Away (2)*- win of the second (away) team;
4. *Double Chance*
 - 1X - the first team wins the match or draw;
 - 12 - the first team wins or the second team wins;
 - X2 - draw or the second team wins;
5. *Half-time/ Full-time*- how the first half ends and how the whole match ends:
 - 1/1- the first team wins the first half and the first team wins the match;
 - 1/X- the first team wins the first half, the match ends in a draw;
 - 1/2- the first team wins the first half; the second team wins the match;
 - X/1- the first half ends in a draw; the first team wins the match;
 - X/X- the first half and the match end in a draw;
 - X/2- the first half ends in a draw, the second team wins the match;
 - 2/1- the second team wins the first half, the first team wins the match;
 - 2/X- the second team wins the first half, the match ends in a draw;
 - 2/2- the second team wins the first half and the match;
6. *Match score* - you need to predict the correct score in the match, list of suggested score bets is displayed on the screen before the beginning of the match;
7. *Number of goals* - you need to predict the number of scored goals in the match, suggested numbers of possible scored goals is displayed on the screen before the beginning of the match;
 - Over 2,5/Under 2,5 - you need to predict whether the number of scored goals will be over 2.5 or under 2.5;
 - No goals/One team to score - you need to predict whether there will be no goals or only one team will score;
8. *Both teams to score* - you need to predict whether both teams will score at least one goal;

Betting options:

- **SINGLE BET** – one or several bets in one bet slip. Events are independent from each other. Winning on a single bet is equal to the product of the amount of bet on the outcome for your present odds.
- **THE MAXIMUM TOTAL FOR A TICKET** – indicates the bid amount of each single bet multiplied by an odds.

For a single bet it is possible to set individual bet amounts for each outcome as well as entering total amount, which is automatically divided into the number of bets in the ticket.

22.2. VIRTUAL 3D-LEAGUE

Virtual 3D-league is a fast and exciting game designed especially for football fans to follow and root for their favourite team during the whole season.

This option offers the best markets (compared to other 3D football games) to place bets while you can analyze teams' statistics of recent games, tournament brackets, etc.

Twenty teams participate in the league with both home and away matches and subsequently move towards the top of the standings as points are earned.

The game consists of leagues that go one by one day by day. Results of all games can be found in the global statistics tab. Each league consists of 38 game weeks - a period of time during which the teams are to play home and away matches. During the first 19 game weeks half of the teams play home matches, during game weeks 20-38 away matches are played. 10 matches are simultaneously played each game week (total 38 matches in a league). One game week lasts for five minutes (190 minutes for a league).

Before the start of an event an action line for major outcomes to bet on as well as current week number will appear on the screen.

Teams in the list on the right play home matches, teams in the list on the left play away matches. Logos and teams' short names are given there as well. During the demonstration of odds names of teams are changed periodically to a number of their position in the tournament table, where arrows indicate the value of the progress. Example, the 10 number and the green arrow with a value of "3" indicate that the team according to the result of the previous match has lost three points and rank to the tenth in the tournament table. In case of a dash, the team retained the position.

The first five matches in the list out of ten are streamed - **MAIN MATCH OF A WEEK**. In the process of streaming, liveresults of 9 other matches are showing from the bottom line.

Stream of the main match of a week (as all weeks with simultaneous matches) lasts 5 minutes, after which the successive game week starts, or if it was a 38 week, the first week of a new League begins.

Main match is divided on 6 game points, where can be scored a goal. The maximum number of goals in game is 6! There is video replay for scoring chances in a game, shortly after the goal. The score to the left on the screen changes in favour of a team to score a goal. In the same part of the screen there is the information with logos of the teams of the main match of the week, their names, the current time (45 minutes) and a minute of the game.

Having completed a week, the results of the main outcomes and the tournament bracket including the latest games of the week and summary results of previous periods are available for a time. 20 participating teams of a League are in the following order: from the first to the lowest rank depending on number of points. Also there are a history of the last five matches, statistics of victories, losses and draws. A sequential number of the 38th week is changed with the transition to 1 League week. The tournament bracket is zeroed and summarizes the information on the results of new League matches.

AVAILABLE BETS AND COMBINATIONS:

1. *Result of a match* - Identify, In your opinion, how the regular time of a football match ends, a

- victory of a Home Team(1), Draw(X) or a victory of an Away Team(2);
2. *Result in the first time* - Identify, In your opinion, how the first time of a football match ends, a victory of a Home Team(1), Draw(X) or a victory of an Away Team(2);
 3. *Double chance* - Identify two most likely, from your point of view, alternative outcomes. A bet will play if one or another event took place in the current match. The following outcomes are available:
 - **1/X** - a victory of a Home Team **OR** draw in a match;
 - **1/2** - a victory of a Home Team **OR** Away Team;
 - **X/2** - a draw **OR** victory of an Away Team.
 4. *Half time - Full time ("HT - FT")* - Identify, In your opinion, how the first time and then a full time will end. A bet will play if both events take place! It is important to note that in notation of the outcome below the first part indicates the result of the first half in the current match, and the second one indicates the result of the full time (1 - a victory of a Home Team, 2 - a victory of an Away Team, X - draw). The following outcomes are available:
 - **1/1** - Half time **AND** Full time will end in a victory of a Home Team;
 - **1/X** - Half time will end in a victory of a Home Team **AND** Full time will end in a draw;
 - **1/2** - Half time will end in a victory of a Home Team **AND** Full time - Away Team;
 - **X/1** - Half time will end in a draw **AND** Full time will end in a victory of a Home Team;
 - **X/X** - Half time **AND** Full time will end in a draw;
 - **X/2** - Half time - draw, Full time will end in a victory of an Away Team;
 - **2/1** - Half time will end in a victory of an Away Team **AND** Full time will end in a victory of a Home Team;
 - **2/X** - Half time will end in a victory of an Away Team **AND** Full time - draw;
 - **2/2** - Half time **AND** Full time will end in a victory of an Away Team.
 5. *Score in a match* - Identify a score, In your opinion, the current match will end. A list of all the possible outcomes with the odds is reflected on the screen before the match. It is important to remember that the bet with the score 4-2 is placed on 4 goals, which will be scored by a Home Team and 2 - Away Team;
 6. *A number of goals* - identify, in your opinion, how many goals , from both teams, will be scored in the match (0, 1, 2, 3, 4, 5 or 6). The proposed odds for each option are reflected on a screen before a match;
 7. *Multigoal* - identify, in your opinion, how many goals will be scored in the current match in an interval from the minimum and maximum possible numbers. Example, if you place "Multigoal 1-4 ", it means, that your bet will play, if there are 1 or 2 or 3 or 4 goals in Full time. The bet "Multigoal" intersects with the bet " Number of goals", if the minimum and maximum values are equal.
 8. *Total* - identify, in your opinion, more or less goals will be scored in a match:
 - **0,5 OVER/UNDER** - you place a bet on Full time, 0,5 Over or Under goals will be scored.
 - **1,5 OVER/UNDER** - you place a bet on Full time, 1,5 Over or Under goals will be scored.
 - **2,5 OVER/UNDER** - you place a bet on Full time, 2,5 Over or Under goals will be scored.
 - **3,5 OVER/UNDER** - you place a bet on Full time, 3,5 Over or Under goals will be scored.
 9. *Goals* - identify, in your opinion, there will not be goals or only one team will score in the regular time of a match(NG/OS) or two teams will score at least one goal (TWO will score):
 - **NO GOALS/ONE WILL SCORE** - you place a bet on Full time, there will be no goals or one team will score. The bet will play, if the score is the following: 0-0, 0-1, 0-2, 0-3, 0-4, 0-5, 0-6, 1-0, 2-0, 3-0, 4-0, 5-0, 6-0;
 - **TWO WILL SCORE** - you place a bet on Full time, two teams will score. The bet will play, if the score is the following: 1-1, 1-2, 1-3, 1-4, 1-5, 2-1, 2-2, 2-3, 2-4, 3-1, 3-2, 3-3, 4-1, 4-2 or 5-1..
 10. *Result of a match +Total* - identify, in your opinion, how full time will end (Away/Draw/Home) and Under/Over condition will take place in one bet. It will play, if the both conditions take

place:

- **1X2 + 1,5 OVER / UNDER** - the bet is on full time and 1,5 over / under goals.
- **1X2 + 2,5 UNDER / OVER** - the bet is on full time and 2,5 over / under goals.
- **1X2 + 3,5 OVER / UNDER** - the bet is on full time and 3,5 over / under goals.

22.3. GREYHOUND AND HORSE RACING

6 hounds or horses take part in each race. There is a new race held every 2-5 minutes.

Betting options:

- **WINNER** - you pick the first place in the race - the starting number will finish in the first place.
- **DOUBLE OR EXACTA** - the picked numbers will finish in the first and the second places correspondingly.
- **QUINELLA** - you pick the numbers that will finish in the first or in second the place in any order.
- **TRIPLE** - you pick the first, second and third places in the correct order - the numbers will finish in the first, second and third places correspondingly.
- **PLACE1-2** - you pick the number that you think will finish in the first or second place.
- **PLACE1-3** - you pick that number that you think will finish in the first, second or third place.
- **SYSTEM DOUBLE AND TRIPLE** - You can bet on all combinations of numbers at the racing event. With Double you have to bet on minimum 2 start numbers. With Triple you have to bet on minimum 3 start numbers.

EXTRABETS:

- **ODD/EVEN** - bet on a participant with an even number (2, 4, 6) or odds (1, 3, 5);
- **OVER/UNDER** - bet on a participant with the number larger than 3 (over - 4, 5, 6) or smaller (under - 1, 2, 3);

Example: Double system

- First 2 numbers - 2 combinations (1-2/2-1)
- First 3 numbers - 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)
- First 4 numbers - 12 combinations
- First 5 numbers - 20 combinations
- First 6 numbers - 30 combinations

Example: Triple System

- First 3 numbers - 6 combinations (1-2-3/1-3-2/2-1-3/2-3-1/3-1-2/3-2-1)
- First 4 numbers - 24 combinations
- First 5 numbers - 60 combinations
- First 6 numbers - 120 combinations

22.4. MOTORCYCLE RACES

This dynamic game gives you the possibility to bet on circle moto races. Races start every 2-9 minutes(5 minutes by default). It is a fast race of sports bikes on paved surface in one circle. 6 riders are involved in each race, there are 3 prizes. Each game has its own event number for which the

results are listed on the scoreboard (the last six results) and open database (see Motorcycle Results).

TYPES OF BETS:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - a player choose two numbers of participants, who should come first and second in chosen order;
- *Trifecta* - three races, which will finish, in your opinion, in the 1st, the 2nd and the 3rd places in the specified order;
- *Quinella* - enter two numbers of bikes which, in your opinion, will finish in in the 1st and the 2nd place in any order;
- *Place 1-2*- choose one bib number which, in your opinion, will place the 1st or at least the 2nd place in the race;
- *Place 1-3* - choose one bib number which, in your opinion, will place the 1st or at least the 3rd place in the race.

DOUBLE AND TRIPLE SYSTEM – place a bet on all combinations of offered outcomes of Double and Trifecta involving only the participants of the race. Double – the bet on two bib numbers. Triple – the bet on at least three bib numbers;

EXAMPLE: DOUBLE SYSTEM

- *First 2 numbers – 2 combinations (1-2/2-1);*
- *First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2);*
- *First 4 numbers – 12 combinations;*
- *First 5 numbers – 20 combinations;*
- *First 6 numbers – 30 combinations.*

SPECIAL CASES: in order to avoid any misunderstanding with technical difficulties of programmes (computer hangs, screen is off and etc.) and/or the Internet failure (lost of the network connection, signal loss and etc.), placing a bet you need to make sure coincidence of the event number in the bet slip and the number of the current event on the screen (or scrolling text at the bottom on the TV).

If, for technical issues, the event has not been shown, and its number did not appear in the history of recent events on the TV, in this case, the player should check the bet receiving the result of the event from the cashier, or via the link above.

The lack of an event's stream in a betting shop, for technical issues, shall not be the reason of bet cancellation.

22.5. SPEEDWAY

Four motorcycles participate in each race. Races start every 2-5 minutes.

Types of bets:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - the player choose two numbers of participants, who should come first and second in chosen order.
- *Double System* - the player can place bet on all suggested outcomes in Double System for certain numbers of the participants. The player should choose minimum two participants.

EXTRA BETS:

- **Even** – win of the biker under an even identification number (2 or 4);
- **Odd** – win of the biker under an odd identification number (1 or 3);
- **Under** – win of the biker under the odd identification number from the first of 2 (1, 2);
- **Over** – win of the biker under the odd identification number from the second of 2 (3, 4).

23. Casino

1. There is a lot of specialized terminology used in the betting industry. If you are not sure about the meaning of an expression, you should not place a bet in a game using such an expression until you fully understand its meaning. The bookmaker FANSPORT shall not be responsible for bets placed by you in games that are using terminology which is not clear to you.
2. Please read the rules provided in the game before you play.
3. If you start playing, it means that you accept and undertake to comply with the rules of the game, table and/or tournament you have selected.
4. It is prohibited to enter into collusion to participate, directly or indirectly, in any collusion scheme with any other player in the course of any game in which you participate now or will participate in the future.
5. You must examine the legality of your participation in gambling and of the use of the appropriate software which provides access to gambling in your location and make sure that your actions are not in breach of any regulations or legislation in the relevant jurisdiction.
6. Winnings over €10,000 are considered Big Wins and must be approved by Partners of the bookmaker prior to the funds being credited to your account and/or being available for withdrawal.
7. A bet is considered accepted after it has registered on the server and has been confirmed online. Registered bets are not eligible for cancellation or amendments.
8. Your stake cannot exceed your current account balance. Once a bet has been registered, the stake is debited from the account. The winnings are credited to your account after the bet has been settled.
9. No complaints or disputes about the acceptance or settlement of bets shall be accepted upon the expiry of 10 (ten) calendar days from the date of the transaction.
10. If you wish to lodge a complaint regarding the work of the Service, you must contact Customer Support as soon as possible. If necessary, your complaint will be forwarded to the relevant decision makers for the final decision.
11. You acknowledge that our random number generator will determine the outcome of the games played through the bookmaker and you accept the outcomes of all such games. You agree that in the unlikely event of a discrepancy between the result that appears on your screen and result displayed on the game server, the result that appears on the game server will prevail. You acknowledge and agree that our technical records will be the final authority in determining the terms and circumstances of your participation in the relevant online gaming activity and the results of this participation.
12. To contact a member of the Customer Support team and discuss any issues that might arise, please use the online chat or e-mail support@fan-sport.com

23.1. Promotions

BONUSES

1. The bonus is a deal between the bookmaker FanSport and the customer. The bookmaker FanSport provides the customer with funds for the game, and the customer takes responsibility for satisfying the wagering requirement before requesting the withdrawal of the funds.
2. Bonuses may have additional terms and conditions, so before activating a bonus we strongly advise that you read them carefully to receive complete information and to avoid misunderstandings.
3. Bonuses can only be used by one customer, on one device, at one IP address, in one browser.

4. There can only be one active bonus on an Account at any one time. Bonuses related to deposits are not cumulative. Bonuses are applied one after another. The next bonus will become available after an earlier bonus is redeemed or revoked.
5. The bonuses are only available to customers with fully completed personal information in their Account, with an activated phone number and who agreed to the terms of the bonus program while registering. The minimum deposit amount for participation in the bonus offer depends on the chosen bonus.
6. The bonus amount will be placed into a Bonus Balance and will be kept separate from your Cash Balance.
7. The bonus and winnings received from it will be lost upon the expiry of the bonus. The average bonus validity period is 30 (thirty) days from the date of crediting.
8. The validity period of the bonus free spins depends on the provider and is not subject to regulation by the bookmaker.
9. The bookmaker FanSport is entitled to change the terms and conditions of bonuses, to suspend or terminate them at any time.
10. The General Terms and Conditions apply.

WAGERING REQUIREMENT

1. While a bonus is activated you have the right to place bets using funds, both on your bonus account and on your main account. Please keep in mind that while there is an active bonus on the account, any requests for withdrawal will be declined until the bonus wagering requirement is met in full or until you reject the bonus.
2. To redeem the bonus, you need to place a required amount in bets. In most cases, if not stated otherwise in the bonus conditions, you are required to place bets with the total stake equal to the amount of the bonus multiplied a specific number of times: **the wagering requirement = bonus amount x required number of times.**
3. All deposit bonuses must be redeemed by wagering the bonus amount.
4. Until the bonus has been redeemed, stakes cannot exceed €5.
5. After the bonus has been redeemed, your main account will be credited with the remaining bonus funds which will not exceed the total bonus amount. If, after the bonus is redeemed, the bonus account balance is less than the minimum stake amount, the bonus is deemed to have been lost.
6. The stake percentage taken into account for the wagering requirement purposes ("contribution") is different for different games. Bets on all versions of Roulette, Baccarat, Blackjack, Poker and slots from the "Others" section do not count toward the wagering requirement. Stakes in all other slot games count toward the wagering requirement in full (100%). However please note that these figures may change from time to time. To find out the up-to-date contribution percentages please contact Customer Support.
7. You can make a withdrawal request before the bonus is redeemed. However, in this event the bonus amount and the winnings received while redeeming the bonus will be canceled.

BONUS CANCELLATION

1. Any customer may decline all or any individual promotions by contacting Customer Support at support@fan-sport.com, via an online chat, or by taking the necessary steps in their Account.
2. When canceling a bonus, your bonus balance hits "zero" and you do not need to meet wagering requirements any longer.
3. You can decline to continue meeting bonus wagering requirements in your Account. If the bonus has been declined after it was partially redeemed, any winnings generated while redeeming the bonus will be canceled.

ABUSE OF BONUSES

1. The bookmaker FanSport reserves the right to review the transaction history and customer logs for any reason and at any time. If during such a review misuse of bonuses by a player is revealed, the bookmaker has the right to cancel the bonuses for this customer.
2. If administration determines that while redeeming a bonus you use gaming strategies not approved by the bookmaker FanSport, the bookmaker is entitled to apply penalty measures and exclude you from current and all future promotions.
3. Here are several known examples of clearing a bonus wagering requirement strategies which we consider unacceptable:
 - placing a high volume of bets which has a minimal impact on your balance. One example of this strategy can be betting on all numbers on a roulette or simultaneous betting on red and black
 - placing big bets (over €5) with the aim of increasing the bonus balance rapidly and then dramatically reducing the stakes (more than twofold) for no apparent reason and with a sufficient account balance. Each of these cases will be considered separately by the Service administration
 - placing big bets in games with a low contribution (stake percentage that counts towards the wagering requirement) and then placing smaller bets in games with a larger contribution
 - any combinations of the above gaming tactics.
4. When abuse of bonuses by a customer is identified, the bookmaker FanSport is entitled to apply the following measures to the customer: canceling all existing bonuses and bonus winnings; blocking the customer's account.
5. You are strongly advised to provide your actual telephone number during registration, as the bookmaker might use it to confirm your identity. If it is not possible to get in touch with you, the bookmaker is entitled to apply restrictions on the use of bonuses, as well as to block your account.

23.2. Stop list of wagering games

In order to redeem winnings from a bonus, players are subject to wagering the amount won depending on the terms of every individual bonus. Players can wager the winnings in various video slot games with a list of exceptions. The following list includes games to which the wagering norms do not apply.

10c Min - European Roulette, 10P Roulette, 12 Number Roulette, 1429 Uncharted Seas, 1524 Golden Quest, 1xEuropean Roulette, 1xMWA, 20 Flaring Fruits, 20 Super Stars, 21 Burn Blackjack, 3 Amigos, 3 Card Blackjack, 3 Card Poker, 3-Hand Casino Hold'em, 3- Hand Casino Hold'em, 300 Carat BJ, 300 Carat European Roulette, 3D Baccarat, 3D Blackjack, 3D European Roulette, 3D Lucky Number, 4 Dragon Kings, 4 of a Kind Bonus Poker, 4H Steam Joker Poker, 5 Flaring Fruits, 50 Flaring Fruits, 6 Bingo, 6 Card Poker, 7 11 21, 7 Days Anotherland, 7 Fruits, 7 Handed Blackjack (European), 7 Handed Blackjack American, 7 Solitaire, 7-UP, 777, 8 Leprechauns: Scratch Card, 88 Bingo 88, 88 Golden 88, 88 Riches, 888 Dragons™, 888 Gems 3x3, 888 Gems Pull Tabs, 8th Wonder, 9 Pots of Gold HyperSpins™, A Christmas Carol, A Night In Paris JP, Ace Bonus, Aces & Deuces Bonus Poker, Aces & Eights, Aces & faces poker, Aces and Eights 1 Hand, Aces and Eights 10 Hand, Aces and Eights 100 Hand, Aces and Eights 5 Hand, Aces and Eights 50 Hand, Aces And Eights Poker, Aces and Faces, Aces And Faces HD, Aces and Faces Poker, Aces&Faces, Acey Deucey, Action!, Africa, After Night Falls, Age of Asgard, Age of Knights, AirCombat 1942, Aladdin's Lamp, Alchemy Blast, Alchymedes, Alien Hunter, Alkemor's Tower, All Aces, All American, All American 4 Hands, All American HD, All American Poker 1

Hand, All American Poker 10 Hand, All American Poker 100 Hand, All American Poker 5 Hand, All American Poker 50 Hand, Allstar Knockout, Alter World, Amaterasu Keno, Amazing Link Riches, American Blackjack, American Gold Poker, American Poker II, American Poker V, American Roulette, American Roulette 3D, American Roulette Gold Series, American Roulette High Stakes, American Roulette Privee, American Roulette Pro, Ancient Magic, Andar Bahar, Andar Nights, Angel & Devil, Animal Fishing, Apollo, Aquarium, Arabeska, Arabian, Arabic Roulette, Argentina League, Argo, Asia Wins, Astro Legends: Lyra & Erion, AstroBoomers: To The Moon!, AstroBoomers: TURBO!, At The Copa, Atlantic City Blackjack, Atlantic City Blackjack Elite Edition, Atlantic City Blackjack Gold, Atlantis, Atlantis Bingo, Atom, Aura of Jupiter, Auto-Roulette, Auto-Roulette La Partage, Auto-Roulette VIP, Avalon Scratch, Awesome Money, Aztec, Baccarat, Baccarat - Punto Banco, Baccarat 777, Baccarat Babes, Baccarat Deluxe, Baccarat Mini, Baccarat No Commission, Baccarat Pro, Baccarat Super 6, Baccarat Supreme, Baccarat Supreme No Commission, Baccarat VIP, Baccarat Wheel, Baccarat Zero Commission, Back Blackjack, Back to the Fruits Respins of Amun Re, Balloon, Balloon Run, Banana Bingo, Bank Job, Bank of Gold, Bank Robbers, Barn Ville, Baron Samedi, Basketball, Basketball Strike, Battleships, Beauty and the Beast, Bee Fab Pull Tab, Beer Party, Beer Tycoon, Belangkai, Bet Velodrom 3D, Biergarten Fest Scratch Card, Big Apple Wins, Big Win Baccarat, Bikini Party, Billion Llama, Bingo 3, Bingo 37, Bingo 37 Ticket, Bingo 75, Bingo 90, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gatinho, Bingo Gênio, Bingo Halloween, Bingo Hortinha, Bingo Iglu, Bingo Pilipino, Bingo Pirata, Bingo Pop, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Soccer, Bingo Trevo da Sorte, Bingole, Bingolícia, Bingote, Birds and Animals, Birds Slot, Birds!, Bit Blackjack, Bit Holdem, Black Beauty, Black Jack, Black Jack 21, Black Jack VIP, Blackjack, Blackjack (3 Hand), Blackjack - Multi-hand, Blackjack - Single Deck™, Blackjack 21 + 3, Blackjack Atlantic City, Blackjack Bonus, Blackjack Classic, Blackjack Classic™, Blackjack Double, Blackjack Double Exposure, Blackjack Double Exposure 3 Hand, Blackjack European, Blackjack Fast , Last updated: June 2022 Blackjack Gold 5, BlackJack High, BlackJack Lucky Sevens, Blackjack Mh, Blackjack Multihand, Blackjack Perfect Pairs, Blackjack Platinum 1, Blackjack Royal Pairs, Blackjack Single Deck, Blackjack Supreme Multi Hand, Blackjack Supreme Single Hand, Blackjack Surrender, Blackjack Switch, Blackjack Touch - Single Deck, Blackjack Vegas Strip, Blackjack VIP, Blackjack Xchange, BlackJack™, Blazing Fruits, Blazing Fruits 3x3, Blazing Fruits Pull Tabs, Blood Eternal, Blood Queen Scratch, Blood Suckers, Blood Suckers™, Blossom Wings, Blue Beard, Board Games, Boat Trip Mississippi, Bomb Squad, Bonanza Wheel, Bonus Deuces Wild, Bonus Deuces Wild 1 Hand, Bonus Deuces Wild 10 Hand, Bonus Deuces Wild 100 Hand, Bonus Deuces Wild 5 Hand, Bonus Deuces Wild 50 Hand, Bonus Deuces Wild Poker, Bonus Poker, Bonus Poker 1 Hand, Bonus Poker 10 Hand, Bonus Poker 100 Hand, Bonus Poker 5 Hand, Bonus Poker 50 Hand, Book of Bastet, Book Of Crazy Chicken, Book of Juno, Book Of Keno, Book of Madness, Book of Madness Respins of Amun Re, Book of Oasis, Book of Romeo & Julia, Book of Romeo and Julia Golden Nights, Book of Shadows, Book of Slingo, Book of Win, Books & Bounties, Books & Bulls Golden Nights, Books & Pearls, Books & Temples, Books And Bulls RHFP, Books and Pearls Respins of Amun Re, Booming Bananas, Booming Seven , Booming Seven Deluxe, Boss The Lotto, Boto Bingo, Boxes, Break Da Bank Again Respin, Bubble Mania, Buffalo Spirit 3x3, Buffalo Spirit Pull Tabs, Bull Cards, Bull Fight, Bun in the Oven, Burning Ice, Burning Ice 10, Burning Ice 40, Burning Keno, Burning Pearl Bingo, Cabaret Dancing Bones, Cai Shen Bingo, Cai Shen Fishing, Caishen Dao, Calavera Bingo, Candy, Cappadocia, Captain Domino, Card Roulette, Caribbean Beach Poker, Caribbean Blackjack, Caribbean Hold'em, Caribbean Poker, Caribbean Saga, Caribbean Stud, Caribbean Stud Poker, Carnaval Bingo, Carnaval Forever, Carnaval Scratchcard, Carol Of The Elves, Carousel, Cash Cuisine, Cash or Crash, Casino, Casino Battle, Casino Hold'em, Casino Holdem, Casino Holdem 1, Casino Hold`em, Casino Roulette , Casino Slot, Casino Stud Poker, Casino War, Caterpillars, Cazino Cosmos, Celebrity Zoo Scratch Card, Champions, Champions Bingo II, Champions Ondemand, Charming Wheel, Charms & Clovers, Chefs Menu, Cherry Blast, Cherry Blast Scratch, Cherry Bomb Deluxe, Cherry Cherry Scratchcard, Chicago Bang Bang!, Chicago Nights, Chilli Pop, Chilling Tiger, Christmas Party, Christmas Slot, Chuck a Luck, Circus, Circus Bingo, City Slot, Classi Keno, Classic 1, Classic 2, Classic Blackjack, Classic Blackjack Gold Series, Classic Cars Deluxe, Classic Mario, Classico,

Coils of Cash, Coin Conqueror, Coin Field, Coin Vault, Coins, Color Champion, Colours, Cool Buck - 5 Reel, Copa Libertadores, Cops & Robbers, Cosmic Crystals Scratch, Courier Sweeper, Cowboy, Craps, Crazy Mice, Crazy Monkey, Cricket X, Crown & Anchor, Crypto Mania Bingo, Crystal Ball Golden Nights, Crystal Ball Red Hot Firepot, Crystal Burst XXL, Cup Cakes, Cupid's Scratch, Curious Machine Plus, Cute Cats, Cutie Cat, Cutie Cat Crazy Chicken Shooter, Cyber Catz: Scratch Card, Dark, Dark 100, Dark Joker Rizes, Dark Vortex, Darts 180, Dashing Derby, Dazzling 7, Dead or Alive™, Delighted Dragon, Deuces & Jokers, Deuces and Joker, Deuces Wild, Deuces Wild 1 Hand, Deuces Wild 10 Hand, Deuces Wild 100 Hand, Deuces Wild 4 Hands, Deuces Wild 5 Hand, Deuces Wild 50 Hand, Deuces Wild HD, Deuces Wild Video Poker, Deutsches Roulette, Diamond, Diamond Deal, Diamond Rich Life 3x3, Diamond Rich Life Pull Tabs, Diamond Valley, Diamonds, Diamonds are Forever 3 Lines, Dice, Dice Bingo, Disc of Athena, Disco Keno, Disco Night, Disco Spin 3x3, Disco Spin Pull Tabs, Divine Fire, Dog 6 H.Odds, Dog H.Odds On Demand, Dog Racing, Dogs 3D, Domino QiuQiu, Donut City, Donut Rush, Double Aces & Faces, Double Bonus, Double Bonus Poker, Double Bonus Poker 1 Hand, Double Bonus Poker 10 Hand, Double Bonus Poker 100 Hand, Double Bonus Poker 5 Hand, Double Bonus Poker 50 Hand, Double Bonus Poker HD, Double Double Bonus, Double Double Bonus Poker, Double Last updated: June 2022 Double Bonus Poker 1 Hand, Double Double Bonus Poker 10 Hand, Double Double Bonus Poker 100 Hand, Double Double Bonus Poker 5 Hand, Double Double Bonus Poker 50 Hand, Double Dragons, Double Exposure, Double Exposure Blackjack mh, Double Joker, Double Joker Poker HD, Double Your Dough, Dr. Jekyll & Mr. Hyde, Draculars Blood Bank Scratch, Dragon Dance, Dragon Fishing, Dragon Fishing II, Dragon Kings™, Dragon Master, Dragon Of The Princess, Dragon Scrolls, Dragon Tiger, Dragon's Cave, Dragons Tomb, Draw High Low, Duck Shooter, Duck Shooter Crazy Chicken Shooter, Duobao Baccarat, Dwarf's Gold, Dynamic Paytable Roulette, E-Bingo, E.T. Races, E.T.Races, Easter Island, Easter Island 2, Easter Pick, Egg Hunter, EggOMatic™, El Porko Mafioso, Elephant Scratchcard, Elite of Evil: The First Quest, Elusive Gonzales, England League, England League Ondemand, English Fast League, English Soccer, Epic Gems, Escape from Alcatraz, Euro Cup 2020, Euro Cup 2020 Ondemand, Euro League Legends, Euro Roulette, Euro Twins Roulette, European Blackjack, European Blackjack Elite Edition, European Blackjack Mh, European Roulette, European Roulette Christmas Edition, European Roulette Dark Mode, European Roulette Gold Series, European Roulette High Stakes, European Roulette Low Stakes, European Roulette Pro, European Roulette Small Bets, European Roulette VIP, Evolution, Explodiac Red Hot Firepot, Explosive Cocktail, Exposure Blackjack, Extra Bingo, Extra Clovers, Extreme, Extremely Rich, Ez2 Lotto, F777 Fighter, Fa-Fa Twins, Faces & Deuces, Faerie Spells™, Fair Roulette, Fair Roulette Privee, Fair Roulette Pro, Fall of the Beast, Fan Tan, Fancy Fruits Crazy Chicken Shooter, Fancy Fruits Golden Nights, Fancy Fruits Respins of Amun Re, Fancy Fruits RHFP, FanTan, Fashion, Fashion TV Nations League, Fervent Diamond, Fervent Diamond Nudge, Fire & Steel, Firefly Keno, Firestorm Bingo, Firing Hot, First Person American Roulette, First Person Baccarat, First Person Blackjack, First Person Craps, First Person Dragon Tiger, First Person Dream Catcher, First Person Football Studio, First Person Golden Wealth Baccarat, First Person Lightning Baccarat, First Person Lightning Roulette, First Person Mega Ball, First Person Roulette, First Person Blackjack, Fish Prawn Crab, Fish-Prawn-Crab Dice, Fishermen Gold, Fishing Expedition, Fishing God, Fishing Kingdom, Fishing War, Five Aces, Five Ball Fiesta, Five Dragons Fishing, Five Hand Vegas Blackjack, Five Hand Vegas Blackjack V2, Flame Roulette, Flash Winnings, FLG Game, Fly Jet, Fly Piggy Fly, Football, Football 3x3, Football Bet, Football Hub, Football League Round, Football Penalty Duel, Football Pro Scratchcard, Football Slot, Football Streak, Football Strike, Force Of Dragon, Forest Animal, Forest Party, Forever Diamonds, Fort Brave, Fortuna, Fortune, Fortune 18, Fortune black, Fortunes, Four Aces, Four Seasons, Frankenslot's Monster, Freecell, Freeway Poker, French Keno, French Roulette, French Roulette Privee, French Roulette Pro, Frenzy Discs: Twin Numbers, Frog Creek, Fruit, Fruit Bat Crazy™, Fruit Casino, Fruit Casino 3x3, Fruit Casino Pull Tabs, Fruit Cocktail, Fruit Fashion, Fruit Heat, Fruit Love, Fruit Mania, Fruit Mania Golden Nights, Fruit Punch Up, Fruit Rush, Fruit Scapes, Fruit Scapes 3x3, Fruit Scapes Pull Tabs, Fruit Snapz, Fruitoids, Fruitomatic, Fruits Bar, Fruits Bar Pull Tabs, Fruits Fortune Wheel, Fruits Fortune Wheel 3x3, Fruits Fortune Wheel Pull Tabs, Fruitsie, Fruity Flurry, Fruity Taste, Fun Fruit, Gagarin-61, Galaxy,

Galaxy Roulette, Gambeta Bingo, Gangsters, Gates of Persia, Gem Fishing, Gem Riches, Gem Roulette, Genie Wishes, Germany League, Germany League Ondemand, Ghost Pirates™, Gifts of Ostara Scratch, Giovanni's Gems, Global American Roulette, Global Bet, Global Euro Roulette, Global Poker Roulette, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Goal Football League Round - Italian, Goal Football League Round - Spanish, Goblin Run, Gods Slash Fish, GodzFishing, Gold and Money, Gold Bars & Rounds, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Canyon™, Gold Digger: Mines™, Gold Dragon 360, Gold Rooster Lottery, Gold Roulette, Goldaur Last updated: June 2022 Guardians, Golden Chip Roulette, Golden Clover, Golden Crab, Golden Dragon, Golden Dragon Club, Golden Egg Keno, Golden Egg Of Crazy Chicken, Golden Egg of Crazy Chicken Crazy Chicken Shooter, Golden Garuda, Golden Girls, Golden Hook™, Golden Joker Dice, Golden Lemon, Golden Lemon Deluxe, Golden Lucky Cat, Golden Potion, Goldfire 7s, Good Girl/Bad Girl, Gorgeous Diamond, Gorgeous Diamond 3x3, Grand Crown, Grand Riches, Great Warrior, Greedy Goblins, Green Grocery, Greyhound Races, Greyhound Streak, Greyhounds, Greyhounds Ondemand, Guess Train, Gypsy Rose, Hallow Pick, Halloween, Halloween Keno, Halloween Lotto, Halloween Money, Halloween Scratch Card, Halloween Slot, Happy 10, Happy Beast Cards, Happy Birds, Happy Cards, Happy Holidays Scratch, Happy Lottery, Happy New Year, Haunted Money, Haunted Money 3x3, Haunted Money Pull Tabs, Havana Club, Heads & Tails, Heads and Tails, Heads and Tails XY, Heart Of Princess, Hearts, Hearts of Three, Hellfire, Hi-Lo Blackjack, Hi-Lo Switch, High Hand Holdem Poker, High low, Highway Stars, Hilo, HiLo Gambler, Hockey, Holdem Poker, HollyWood Bingo, Holmes & The Stolen Stones, Holmes and the Stolen Stones, Horse 6, Horse 6 Ondemand, Horse Racing Real, Horse Racing Roulette, Horse Racing Virtual, Horses 10 Flat, Horses 10 Flat Ondemand, Horses 10 Sprint, Horses 10 Sprint Ondemand, Horses 12 Flat, Horses 12 Sprint, Horses 6 H. Odds, Horses 6 H. Odds Ondemand, Horses 8 Flat, Horses 8 Flat Ondemand, Horses 8 Sprint, Horses 8 Sprint Ondemand, Horses Streak, Horseshoe, Hot Fruits Wheel, Hot Fruits Wheel 3x3, Hot Fruits Wheel Pull Tabs, Hot Keno, Houdini, Huaguoshan Legends, Hugo 2, Hyper Burst, Immortal Romance, In Between Poker, Infinitely Hot, Instant Bingo, Instant Football, Instant Greyhounds, Instant Horses, Instant Speedway, Instant Trotting, Instant Velodrome, Irish Charms, Irish Story 3x3, Irish Story Keno, Irish Story Pull Tabs, Island 2, It Came From Venus JP, Italia 3x3, Italia League, Italian Fast League, Italian Roulette, Italian Soccer, Italy League Ondemand, Jack Hammer 2: Fishy Business™, Jack Hammer™, Jackpot, Jackpot 6000™, Jackpot Cherries, Jackpot Poker, Jackpot Roulette, Jackpot Stud Poker, Jacks or Better, Jacks or Better 1 Hand, Jacks or Better 10 Hand, Jacks or Better 100 Hand, Jacks or Better 4 Hands, Jacks or Better 5 Hand, Jacks or Better 50 Hand, Jacks or Better Double Up, Jacks Or Better HD, Jacks Or Better Poker, Jacks or Better Saloon, Jade Butterfly™, James Cook, JetX, JetX 3, Jewel, Jingle Up, Jogo Do Bicho, Joker Dice, Joker Factor, Joker Poker, Joker Poker 100 Hand, Joker Poker 4 Hands, Joker Poker Aces HD, Joker Poker Kings HD, Jokerizer, Joker's Wild, Jolly Poker, Just a bingo, KA Fish Hunter, Kawaii Kitty, Keno, Keno Deluxe, Keno Fortunes, Keno Live, Keno Neon, Keno Night, Keno Pop, Keno Rush, Keno T+, Keno Universe, Keno Vegas, Keno80, King & Queen, King Octopus, King of Fruits, King of Jumping Scratch, King of Jungle, King of the Jungle, King Of The Jungle Golden Nights, Kingly Crown, Kitten Rest, Kitty Cash, Kitty Cash Scratch, Kitty Puzzle, La Dolce Vita, La Dolce Vita Golden Nights, La Dolce Vita RHFP, Land Of Heroes, Land of Ozz, Las Vegas, Lava Lions, Le Kaffee Bar, Legend of Erlang, Legend Of The Nile™, Let It Ride Poker, Let's Enhance, Libertadores Ondemand, Lightning Joker, Lightning Lucky Six, Lightning Roulette, Limbo Cat, Limoncello, Live Lotto, Live Roulette, Live Slots, Livegames 37, Locomodin, London Hunter, Loot or Boot, Lost Treasure, Lost Vegas Zombies Scratch, Lottery Wheel, Lotto Lucky, Lotus Love, Love Magic, LoveYa, Low Roulette, Lucky 3, Lucky 5, Lucky 7, Lucky 7 Blackjack, Lucky Card, Lucky Cat Blackjack, Lucky Christmas, Lucky Clover, Lucky Coin, Lucky Coins, Lucky Day: Cheltenham Champions, Lucky Day: Christmas Cashcade, Lucky Day: Eggstravaganza, Lucky Day: Football Gold, Lucky Day: Mega Hallowin, Lucky Day: Summer Spike, Lucky Drink, Lucky Drink In Egypt, Lucky Green 777, Lucky Keno, Lucky Ocean, Lucky Pigs, Lucky Riches Hyperspines, Lucky Roulette, Lucky Sevens, Lucky Six, Lucky Spin European Roulette, Lucky Tanks, Lucky Trick Pull Tabs, Lucky Wheel, Lucky X, Ludo, Last updated: June 2022 LUX Roulette, Luxor Scratch, Luxurious World, Luxury Lux, Maaax Diamonds Golden Nights, Mafia: Syndicate, Magic, Magic Garden, Magic

Garden 10, Magic Garden 40, Magic Luck, Magic of Christmas, Magic Poker, Magic Rush Deluxe, Magic Rush Win, Magic Shoppe, Magic Stone, Magic Wheel, Magnificent Fruits, Magnify Man, Mahjong, Majesty Fruits, Marswood Party, Martians Attack, Match Day, Match Mania, Max Car Motor Racing, Maxi Roulette, Maya Mystery, Mayan Fire, Mega, Mega Gems, Mega Glam Life, Mega Jack HD, Mega Joker, Mega Love, Mega Score, Megamoney, Mehen, Melbet European Roulette, Mermaid Hunter, Mighty Dragon, Million Coins Respin, Mine Field, Miner Babe, Mines, Minesweeper XY, Mini Roulette, Moirai Blaze Scratch, Money Matrix, Money Tree, Money Wheel, Monkey Mania, Monster Blast, Monster Legend, Monsters, Monsters' Scratch, Moon Stone, More Cat Mania, More Gold Diggin', More Or Less, Motorbike V2 Ondemand, Motorbikes, Mr Chu Tycoon, Mr. Vegas, Muertitos, Muertitos: Video Bingo, Multi Hand Atlantic City Blackjack, Multi Hand Classic Blackjack, Multi Hand European Blackjack, Multi Hand Vegas Downtown Blackjack, Multi Hand Vegas Single Deck Blackjack, Multi Hand Vegas Strip Blackjack, Multi-Hand Blackjack, Multi-Hand Blackjack V2, Multifire Roulette, Multihand - Jacks or Better Poker, Multihand Blackjack, Multihand Blackjack Pro, Multiplayer Bull Cards, MWA, Mysteries of the East, Nang Kwak, Nascar Streak, Nektan Blackjack, Nektan Roulette, Neon Jungle Scratch, Neon Keno, Neon Roulette, Neon Shapes, Neptune Treasure Bingo, Nerves of Steel, New Triple, New Triple HD, Next Six, Night Wolves, No Commission Baccarat, No Zero Roulette, Nordic Quest, Number Bonus, Number Game, Nuwa, Oasis Poker, Oasis Poker Classic, Ocean Pearl, Ocean Ruler, Ogre Empire, Old Fisherman, Ole Bingo, Olympus Treasures, One More Poker, Oracle Real Casino Roulette, Orient Express, Ozwin's Jackpots, Pachinko, Pachinko 2, Pachinko 3, Pai Gow, Pai Gow Poker, Paint Scratch, Paris Nights, Partick's Pick, Party Pop, Patrick's Magic Field, Penalty, Penalty Series, Penalty Shoot-Out, Penguin City, Persian Nights, Phantom's Mirror, Pharaoh's Riches, Pharaoh's Riches Golden Nights, Pharaoh's Riches RHFP, Pharaoh, Pharaoh, Phoenix's Fruits, Pick Your Way to a Winner, Piggy Bank, Piggy Bank Scratch, Piggy Picker, Pinocchio, Pip's Quest, Pirate 21, Pirate Cave, Pirate Cave 3x3, Pirate Cave Pull Tabs, Pirate Island, Pirates Bay, PK10, Planet 67, Planets, Platinum Bullions, Platinum Hounds, PlingoBall, Plinko, Plinko XY, Pok Deng, Poke The Guy, Poker King, Poker Race, Poker Roulette, Poker Teen Patti, Pompeii, Pontoon, Pontoon 21, Pop 'til You Drop, Portomaso Real Casino Roulette 2, Poseidon's Secret, Power Balls (CD), Power Balls Light, Prehistoric Story, Premier Blackjack with Lucky Lucky™, Premier Blackjack with Side Bets, Princess of Swamp, Pro-Pong Table Tennis, Pull A Cracker, Pull Tab Cashing Rainbows, Pull Tab Go Wild on Safari, Pull Tab Hot Cross Bunnies, Pull Tab Jewellery Box, Pull Tab Shore Thing, Pull Tab Sunset Reels, Pumpkin Patch, Pumpkin Win, Puppy Payday Scratch, Purple Brilliant, Pyramid, Pyramid Treasures, Queen of Gold™, Racing Dogs, Racing Horses, Raid the Piggy Bank, Rainbow 3x3, Rainbow Blackjack, Rainbow Wilds Scratch, Ramses Book Golden Nights, Ramses Book Respins of Amun Re, Ramses Book RHFP, Rasta Bingo, ReTrigger Happy Pull Tab, Real Christmas Roulette, Real Fighting, Realistic Roulette, Red Card, Red Chilli Luck, Red Dog, Red Hot Sevens, Red Hot Sevens Pull Tabs, Red Queen, Red Queen Blackjack, Red Square Games, Reel Extreme, Reel Gems, Reel Gems Deluxe, Reel Hot Respin™, Reel Riches, Reel Steal™, Reels of Wealth, Retro Reels, Retro Solitaire, Rich Life, Rich Life 3x3, Rich Life Pull Tabs, Riches, Ride 'Em Poker, Ride'm Poker, Rio Bingo, RNG-WAR, Roasting Hot, Roasting Hot 100 Lines, Roasting Hot 40, Robin Hood: Shifting Riches™, Rock VS Paper: Vikings Mode, Rocket Dice, Rocket Dice XY, Rocky Mocky, Roll To Luck, Roman Legion Extreme Red Hot Firepot, Roman Legion Golden Nights, Romance of the Three Kingdoms, Romeo, Rooftop Fight, Roulette, Roulette Last updated: June 2022 Advanced, Roulette Adviser, Roulette American Pro, Roulette Classic, Roulette Common Draw 12 Numbers, Roulette Euro Pro, Roulette Grand Croupier, Roulette Grand Croupier Chiquito, Roulette Grand Croupier Rebeca, Roulette Royal, Roulette Silver, Roulette Single Zero Roulette, Roulette with track, Roulette X2, Roulette X5, Roulette - American, Roulette™, Royal Court, Royal Riches, Royal Seven Golden Nights, Royal Seven Ultra, Royal Seven XXL, Royal Wealth, Royal Wins, Run Amuck, Russian Keno, Russian Poker, Safari Sam, Saloon, Samurai, San Gong, Santa's Village, Santa's Wild Pick, Santa's Workshop, Sapphire Roulette, Savanna Moon, Scalding Hot, Scarab Treasure, Scout Gaming, Scratch Dice, Scratch Match, Scratchy Bit, Scroll Of Anubis, Scrooge, Scudamore's Super Stakes™, Seasons, Secret Agent, Secret Cupcakes, Secret of the Stones, SEDIE, Sequential Royal, Sevens, Sevens & Books, Sevens Fire, Sheriff Jack, Shogun Secret Crazy Chicken Shooter, Showball 3,

Showdown, Showhands, Si-Xiang Scratch, Sibyl, Sic Bo, Sic bo 888, Sic Bo Dragons, Sic-Bo, Sicbo, Sicbo Australia, Signs Of Fortune, Simply The Best, Sin City Nights, Single Deck Blackjack, Single Deck Blackjack Elite Edition, Single Deck Blackjack Gold Series, Single Deck Blackjack Mh, Single Hand Blackjack, Siren's Kingdom Scratch, Six Card Charlie Blackjack, Six Shooter, Sizzling Crown, Sizzling Crown Pull Tabs, Slice And Dice, Slingo Advance, Slingo Ante Up, Slingo Berserk, Slingo Big Wheel, Slingo Cascade, Slingo Classic 20th Anniversary, Slingo Fire & Ice, Slingo Fluffy Favourites, Slingo Lightning, Slingo Lucky Larry's Lobstermania, Slingo Lucky Streak, Slingo Reel King, Slingo Reveal, Slingo Showdown, Slingo Starburst, Slingo Wild Adventure, Slingo Xing Yun Xian, Slot Car Races, Slot It In!, Slots Angels, Snack Blast, Snakes And Ladders, Snow Scratcher, Solar Goddess, Solitaire, Space Cat, Space Cowboy, Space Force, Space Hunters: Scratch Card, Space XY, Spaceship, Spain League, Spain League Ondemand, Spanish Fast League, Speed Cricket Baccarat, Speedway, Speedway Ondemand, Spider Solitaire, Spin 2 Wheels, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin 2 Win Royale American, Spin and Win, Spin Dizzy Pull Tab, Spin Payday, Spin X, Spina Colada, Spinball, Spinfinity Man, SpinLotto Scratch, Spino Greyhounds, Spino Horses, Spinola Lottery, Spooky Scary Scratchy, Sport Slot, Squeaky Blinders, Stack'em Scratch, Stacks of Jacks, Stampede, Stardust, Steam Joker Poker, Sticky Diamonds, Sticky Diamonds RHFP, Stuffed with €100s, Sugar Pop, Sugar Pop 2™, Sumi-e, Summer Cocktail, Summer Scratch, Sunny Shores, Suntechnik Classic, Super 6, Super 7 Blackjack, Super Baccarat, Super BarX Pull Tab, Super Bola, Super Duper Cherry, Super Duper Cherry RHFP, Super Fast Hot Hot Respin, Super Graphics Upside Down Pull Tab, Super Keno, Super Las Vegas HD, Super Lucky Reels, Super Mask, Super Multitimes Progressive HD, Super Sevens, Super Shamrock, Super Super Fruit, Super Video Poker, Super7, Superb Keno, Swedish Roulette, Sweet Alchemy Bingo, Sweet Candy Slot, Tai Xiu, Take 5, Take 5 Golden Nights, Take 5 RHFP, Taxi Movidá, Teen Patti, Teen Patti Face Off, Temple Stacks: Splitz™, Tennis, Tens or Better, Tens or Better 1 Hand, Tens or Better 10 Hand, Tens or Better 100 Hand, Tens or Better 5 Hand, Tens or Better 50 Hand, Tens Or Better HD, Texas Hold'em Bonus, Texas Hold'em Poker, Texas Holdem Poker, Texas Hold`em, Texas Hold'em Poker 3D, Thai HiLo, The Alchemist, The Angler, The Book Beyond, The Charm of Cleopatra, The Curious Cabinet Scratch, The Dark Joker Rizes, The Deep Monster, The Dollar Game, The Expandable, The Exterminator, The Ghost Walks, The Glam Life, The Gold of Poseidon, The Golden Owl of Athena™, The Harvest Wheel, The Incredible Balloon Machine, The Kingdom Of The Elves, The Land Of Heroes Golden Nights, The Link Scratch, The Moneymania, The One Armed Bandit, The Pesos game, The Saloon HD, The Shield of Zeus, The Slotfather JP, The Slotfather: Part II, The Smart Rabbit, The Thimbles, The Topsy Tourist, The True Sheriff, The Wish Master™, Thimbles, Three Card Poker, Three Card Poker Deluxe, Three Card Last updated: June 2022 Rummy, Three Cards, Thrones Of Persia, Tiger Scratch, Tiger's Claw, Tomatina Bingo, Top Secret, Tower of Power, Treasure Island, Treasure of Horus Scratch, Treasure Room, Treasure Tombs, Tree of Fortune, Trevo da Sorte Scratch Card, Trey Poker, Triple 7, Triple Bonus, Triple Bonus HD, Triple Bonus Poker, Triple Double Bonus Poker, Triple Edge Poker (Three Card Poker), Triple Tigers™, Troll Dice, Tron Race, Tropical Fruitsie, Turbo 90, Turbo Keno, Turbo Poker, Turbo Roulette, Turkish Blackjack, Turkish Roulette, Turtle and Phoenix, Tut's Twister, Tutan keno, TV Roulette, Tycoons, Ultimate Baccarat, Under the Bed, Undersea Battle, Untamed - Giant Panda, Upper Hot, Valley of Pharaohs, Valley Of The Gods, Valley Of The Gods 2, Vampire The Masquerade - Las Vegas, Vampires, Vegas, Vegas 2, Vegas Downtown Blackjack, Vegas Single Deck Blackjack, Vegas Strip Blackjack, Vegas Strip Blackjack Elite Edition, Vegas Strip Blackjack Gold Series, Vegas VIP Gold, Vegas Wins, Victorious™, Video Poker Jacks or Better, Viking, Viking Runecraft Bingo, Viking Voyage™, Viking Wilds Scratch, Vikings Go Berzerk, Vikings go to Hell, Village Fun, Violet Vacation, VIP Keno, VIP Roulette, Virtual Baccarat, Virtual Burning Roulette, Virtual Challenge Cup, Virtual Classic Roulette, Virtual Cup, Virtual Euro Trophy, Virtual Football , Virtual Football Cup, Virtual Football Pro, Virtual Golf, Virtual Greyhound Races, Virtual Horse Races, Virtual Motorcycle Speedway, Virtual Racing, Virtual Roulette, Virtual SicBo, Virtual Soccer, Virtual Tennis , Wai-Kiki Scratch, Walking Death, War, Way of the Warrior: Scratch Card, Wealth Club, Weekend In Vegas, Western Jack, Wheel of Africa, Wheel of Fortune, Wheel of Fruits, Wheel of Hounds, Wheel of Monsters, Wheel of Steal, Wheel of Winners, Wheely

Wheely Big, Wicked Circus, Wild Bonus Re-Spins, Wild Extra Cats, Wild Heroes, Wild Jester , Wild Orient, Wild Pops, Wild Rapa Nui, Wild Robo Factory, Wild Rubies Christmas Edition, Wild Rubies Golden Nights, Wild Rubies Red Hot Firepot, Wild Spin, Wild Texas, Wild Water King, Wild West, Wildlife 2, Wilds Gone Wild, Win Blaster, Win Shooter, Windjammer, Winter Night, Winterberries, Wolf Hunters, Won Won Catching, World Cup, World Cup Keno, World Cup Ondemand, World Football, World Hockey League, World of Fruits, World War, XKeno, Xmas 3x3, Xmas Keno Cat, Xmas Luck, XXXtreme, Yak Yeti & Roll™, YaSunHi, Yatzy, Yukon 21, Zeppelin, Zodiac Signs, Zombie Hoard, Zombie Moon, Zombie Party, Zoom Roulette

23.3. Errors or omissions

1. In the event of malfunction of computer software or hardware which is used by us, we will use reasonable endeavors to rectify the problem as soon as possible. If such problems cause a game to be interrupted to the extent that it cannot be restarted from exactly the same moment it is interrupted without irreversible loss of data, we will apply the most reasonable and fair policies to this situation (which may include reinstating your Account balance as it appeared before the last bet was logged on the Operator's server immediately prior to the occurrence of the problem).
2. If as a result of an error funds have been credited to your account and you use these funds to place bets or to participate in games, we may cancel such bets and/or withhold any winnings that were received using such funds. If we have paid you winnings received from such bets or games, the bookmaker FanSport is entitled to have them returned.
3. When you access the Service via the Internet, you must understand that:
 - you may encounter system problems, defects, errors or malfunctions of the Service. If you experience any technical problems, please contact the Support Service by e-mail;
 - success in promotions that are carried out at speed directly depends on the equipment used and the speed of your Internet connection;
 - rules for any promotion or game are always available for review, please do not forget to read them before using the products of our Service.
4. If you place a bet on a live event, you may not be able to see or otherwise obtain the latest information about the event in the relevant period of time. The bookmaker is not liable to you for any losses that you incur as a result of a delay in the transmission of information relating to any event.
5. You are solely responsible for the speed of your internet connection and the state of the equipment you use to access the internet. The bookmaker FanSport does not accept any liability for any losses that you incur (as a result of loss of service, poor internet connection or otherwise) due to the internet service providers or telecommunication service providers which you use to access the Service.

23.4. Force majeure events

1. FanSport will not be liable or responsible for any failure to perform or delay in performance of any of our obligations under the Terms and Conditions that is caused by events outside our reasonable control, including, without limitation, interruption in telecommunication networks, problems with electricity, problems with computers (or other equipment) belonging to third parties, fire, lightning, explosions, floods, extreme weather conditions, strikes and blockages, terrorist acts, acts of government or other competent authorities ("Force Majeure").
2. Our performance is deemed to be suspended for the Force Majeure period. We will use our reasonable endeavors to bring the Force Majeure event to a close or to find a solution by which

the FanSport obligations may be performed despite the Force Majeure event.

24. REFUND POLICY

The Company acknowledges that betting and gambling involve inherent risks, and therefore, cannot issue refunds to users based solely on the outcome of their bets. Once a bet has been placed, it is non-cancellable. No refund can be completed once the alleged deposit (including the bonus) has been played using the payment service.

Player should play using a fair method on all games and should not in any way affect outcome of that game. This includes using computer aids, mathematical equations, betting systems etc.

A refund request will only be considered if it is requested within the first twenty-four (24) hours of the alleged transaction, or within thirty (30) days if a Player alleges that another individual (or a minor) has accessed his/her Player Account.

To initiate a refund request, users should utilize the designated channels indicated on the website (such as indicated on the "Contact Us" page). Alternatively, users can log in to your account and submit request through the chat feature. Each query will be handled in a timely manner within 24-72 hours after the submission of the query, depending on the department involved, and an answer will be provided after that time.

The Company reserve the right to withhold any refund or reverse transaction until the identity of the Customer is adequately established to our satisfaction, in order to ensure that any payment made to Us will be honored after a refund has been made.

You are obliged to present notarized identity documents if needed. We may request a passport, a government-issued ID, utility bill, affidavit, or birth certificate. If such a document is not sent to Us within five (5) days of the request, the refund or reverse may be denied. Thereafter, the account in question will be suspended, and all funds will be forfeited, with such a decision being definitive, binding, and unappeasable.

The Company may, at its sole discretion, request the submission of any of the following documents for verification purposes: Valid official identity document; Travel document or passport; Driving license; Personal identification code or any other document designated by the Ministry of Finance; Recent utility bill; Recent account statement or reference letter issued by a credit institution/financial institution; Selfie of the User holding the identification document; Copy of a bank statement with payment confirmation; Photo of the credit card(s) used for the deposit.

The customer acknowledges and accepts that each query will be reviewed on a case-by-case basis and is ready to provide any additional information upon the request of the Support Service officer if this is necessary in order to provide a reasonable answer. In some cases, it can take more time to provide an answer to the customer and the customer will be notified of this.

The approval of a refund request depends on the particular payment method used to make the alleged transaction. The refund will be made through the same payment method used to make the alleged transaction.

Please be aware that withdrawal requests are processed in the order they are received. The timeframe for the return of funds is 60 working days from the date of confirmation of the refund by the Company

Subject to the existing Terms and Conditions, the company reserves the right to refuse any such request at its sole discretion.

REFUND POLICIES are periodically updated.