

Loteriesport.lu

General Betting Rules

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All transactions and bets placed with Loteriesport.lu are covered by:

- The General Terms and Conditions, including any annexes attached thereto, and
- These General Betting Rules (the 'Rules').

LN reserves the right to make changes to the Rules at any time. LN will make reasonable efforts to ensure that you are notified of any significant changes to the Rules via a notice on Loteriesport.lu website. However, it remains your responsibility to check the Rules from time to time to ensure you agree with them and your placing of a bet will be deemed to be acceptance of any changes we may make.

By placing a bet on Loteriesport.lu, you undertake to comply all at times with the requirements of both the Rules and the General Terms and Conditions.

Safer and Responsible Gambling

LN believes in safer and responsible gambling at all times. LN provides players with a range of options to assist with safer gambling including the facility to take a time out, download gambling management tools at no cost, referrals to the national gambling helpline or to request a self-exclusion from the platform. Please refer to the General Terms and Conditions for further information

Complaints and Disputes

If you wish to make a query or complaint, please refer to the General Terms and Conditions for further information.

Football

All match markets are based on the result at the end of a scheduled 90 minutes regular time, unless otherwise stated. This includes any added injury or stoppage time but does not include extra time. If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded. All bets are settled based on the respective official sites (for example uefa.com, premier-league.com)

Bets on a postponed, abandoned or interrupted game will be void unless it is played, continued within 48 hours of the original scheduled starting time. Betting Markets on events where abandonment occurs before the end of regular time will be void unless the result is already determined at the time of abandonment.

Example: Match is abandoned in the 60th minute when the score is 1:0. The bet "Who will score the 1 st goal" has already occurred and is settled regularly. Bets on the winner of the match, however, are cancelled.

First/Last Player to Score

This type of bet offers the possibility of betting on the player who scores the first or last goal in the game. Bets are related on regular time only. (unless stated otherwise) Bets on the first/last goal scorer will stand valid, if the participating player is actively involved at any time. The player must be on the field, bench participation does not count. Own goals do not count in the settlement of bets.

Which player will score a goal?

This type of bet offers the possibility of betting on a player who will score at least one goal in the game. Bets are related on regular time only. (unless stated otherwise) The player in question must be active involved in the game at any time. Own goals do not count in the settlement of bets.

Which team will score the 1st goal?

Bet on the team that scores the first goal in the game. This market is in play also offered at every other goal. (2nd, 3rd, ...)

Time of the first/last goal

Predict and bet when the first/last goal will be scored. There are options to select 10- or 15-minute intervals. For example, in minute 1-10 or 16-30 etc. Own goals count.

First/Last Team to Score

This selection offers the possibility of betting on the team which scores the first or the last goal in the game. Bets are related on regular time only (unless stated otherwise).

Number of Goals

Predict and bet how many goals will be scored in the entire game. There are 4 options for this type of bet: 0-1, 2-3, 4-5 and 6+. Own goals count. The selection is also available for a specific team.

Exact Number of Goals

Predict and bet how many goals exact will be scored in the entire game. There are 7 options for this type of bet: 0, 1, 2, 3, 4, 5, 6+. Own goals count. The selection is also available for a specific team.

Correct Score

Predict and bet on the score at the end of regular time. Own goals count.

Match Bets (1X2)

Bets are related on regular time only.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Half-Time Bets

Possibility to bet on markets which are related only to 1st or 2nd half-time. The selection of bets is basically the same as those relating to the entire game.

Example:

Tottenham vs. Fulham

Tottenham to win the 1st half-time

Fulham to score the 1st goal in the 2nd half-time, etc.

Half-Time – Full-Time

Bet on the result at the end of the first half and the final result after regular time.

Example:

Tottenham vs. Fulham

Half-time result 1-0 / full-time result 3-1

Winning selection for this bet is "1/1", which means that Tottenham leads at the end of first half and also wins the game.

Outcome Rest of the Game

You can bet at a certain point in the game (in play) on who will win the rest of the match or whether it will end in a draw. The virtual score for this bet is then like a 0:0, possible outcomes are win home team, draw or win away team.

Example:

Arsenal vs. Liverpool, score at the time the bet is placed 2:0.

Final score 2:1, this means Liverpool won the rest of the game.

Double Chance

The following options are available for betting:

1X - Winning selection if the result is either a home team win or draw

12 - Winning selection if the result is either a home team win or away team win

X2 - Winning selection if the result is either a draw or away team win

If a match is played on neutral venue the team listed first is deemed as the home team for betting and settlement purposes.

Example:

Tottenham vs. Fulham Result 3:1

Winning selections in this case are 1X and 12 (X2 is lost because the result was neither a draw nor a win for the away team)

Odd/Even

Betting whether the number of total goals of the final result is even or odd.

Odd = 1, 3, 5, 7, ... Even = 0, 2, 4, 6, ...

Both Teams to Score

Bet on whether both teams will score at least one goal during the game. Options are Yes or No.

Handicap Bets

Handicap bets giving one team a virtual goal deduction (a handicap) at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Example:

Liverpool vs. Manchester United

Final result: 3:1

Bet is on Liverpool will win with handicap 0:1

For the settlement of this handicap bet (0:1) the virtual score of 0:1 will be added to the final score, which will result in the final handicap score of 3:2 for Liverpool, therefore the bet is won.

Over/Under (Totals)

This type of bet offers the option of betting either over or under at a predefined value (number of goals, corners, cards etc. in the game). Possible selections are over or under than this value.

For example, the value 2.5 Goals:

Chelsea vs. Arsenal

Final result: 2-2

Bets on "Over 2.5 Goals" will be settled as winner = the total amount of scored goals on this example is 4, which means more than 2,5 goals are scored in this match.

Bets on "Under 2.5 Goals" will be settled as lost.

2-Way (If Draw Stake Refund)

Bet on the winning team of a game. If the final score of the game is a draw, the stake will be refunded.

Player-Based Bets

These selections offer the opportunity to bet on player-specific bets, such as the number of goals, shots, assists, etc. It is possible to bet on a predefined value either over or under. Bets are valid if the player in question is in the starting line-up, otherwise bets will be void. A possible extra time is included in these types of bets. All player specific bets will be settled according to the information on **soccerstats.info**.

Player - Goals

This type of bet offers the option of betting either over or under at a predefined value of goals scored by a player (different values available). Possible selections are over or under than this value of goals. For example: "Jack Grealish to score over 1,5 goals". The bet wins if the player scores two or more goals in the match, if he only scores one goal or none, then the bet is lost.

Player - Goal Assists

This type of bet offers the option of betting either over or under at a predefined value of goal assists scored by a player (different values available). Possible selections are over or under than this value of goal assists.

Player - Shots on Goal

This type of bet offers the option of betting either over or under at a predefined value of shots on goal made by a player (different values available). Only shots directly at goal count. Possible selections are over or under than this value of goal shots.

Player - Shots

This type of bet offers the option of betting either over or under at a predefined value of shots (different values available). Possible selections are over or under than this value of shots.

Player - Passes

This type of bet offers the option of betting either over or under at a predefined value of played passes (different values available). Possible selections are over or under than this value of passes.

Player - Winning Tackles

This type of bet offers the option of betting either over or under at a predefined value of tackles won by a player (different values available). Possible selections are over or under than this value of tackles.

Tennis

If a game is postponed or interrupted, bets placed on this match will stand provided the match is played before the end of the tournament. (Provided it is a tournament game) If a match is ended by retirement of a player or disqualification, all bets on the entire match will be cancelled, all bet types that have already occurred will be settled regularly. Bets are settled according to official tournament sites or the relevant associations (for example ATP, WTA or ITF)

Outrights - Tournament Winner

Bet on the winner of a tennis tournament. If a player retires or is disqualified during the tournament, all bets on them to win the tournament are lost.

Winner

Bet on the winner of the match. If a player retires during the match, bets are void, except those bets on events that have already occurred.

Over/Under Total Games

This type of bet offers the option of betting either over or under at a predefined value of games in the match, tiebreak counts as on game. Possible selections are over or under than this value.

Set Betting

Correct set score of the match. Bets are void if the statutory number of sets are not completed or are changed.

Set Handicap

The result of a match after the handicap deduction/advantage has been applied to one of the players.

Example: Djokovic vs. Alcaraz, Final Result 3:1 in Sets

Bet is on Djokovic will win with Handicap Set (-1)

For the settlement of this handicap bet (-1) the virtual set will be added to Alcaraz at the end of the match, which will result in the handicap score of 3:2 for Djokovic, therefore the bet is won.

Game Handicap

The result of a match after the handicap deduction/advantage has been applied to one of the players. Tiebreak counts as one game.

How many sets will be played?

Number of played sets, the match must be finished completely otherwise bets will be void.

Match Flow (Double Result 1st Set and Match)

A combination of who wins the 1st set and who wins the match, both events must occur to win the bet.

Any Set to Nil

One player wins a set while the other player does not win a single game in this set.

Player 1/Player 2 to Win a Set

Player 1/player 2 will win at least one set in the match.

Player 1/Player 2 Total Games

The number of total games player 1/player 2 will win in a match. Tiebreak counts as one game.

Odd/Even Games

The total games played in the match will be an odd or even number. Tiebreak counts as one game.

Set - Winner

Bet on the winner of the respective set.

Set - Total Games

Bet on the total number of games in the respective set. Tiebreak counts as one game.

Set - Games Handicap

Bet on the result of the respective set after the handicap deduction/advantage has been applied to one of the players. Tiebreak counts as one game.

Set - Correct Score

Bet on the correct game score for the respective set.

Basketball

For all bets, except those marked “including Overtime”, the result after regular time is valid. Bets on a postponed or interrupted game will be void unless it is played/rescheduled within 48 hours of the original scheduled match time. Bets are settled according to official association pages. If the match venue is changed from home team’s to the away team’s ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded.

Winner 2-Way

Betting on the winning team. If the match ends in a draw, bets will be void.

Winner 3-Way

Betting on the winning team, here you can also bet on a possible draw

Handicap

The result of a match after the handicap deduction/advantage has been applied to one of the teams. Bet is also available for the individual quarters.

Example: Denver Nuggets vs. Miami Heat, Final Result 114:121

Bet is on Denver Nuggets will win with Handicap +7,5

For the settlement of this handicap bet (+7,5) the virtual points of 7,5 will be added to the final score, which will result in the final handicap score of 121,5:121 for Denver, therefore the bet is won.

Over/Under Points

The total number of points in the match/quarter. Bet on either over or under at a predefined value. Possible selections are over or under than this value. Selection is also available for the individual quarters.

Who wins the 1st half – 2-way?

Bet on the winner after halftime (result after 2nd quarter). If the 1st half ends in a draw, bets will be void.

Who wins the 1st half – 3-way?

Bet on the winner after half-time (result after 2nd quarter). A possible draw can also be selected.

1st Half Score Sum Odd/Even

Betting whether the number of total points of the first half is even or odd.

Who wins the 2nd half – 2-way?

Bet on the winner after 2nd half-time (result from quarters 3 and 4 only). If the 2nd half ends in a draw, bets will be void.

Who wins the 2nd Half – 3-way?

Bet on the winner after 2nd half-time (result from quarters 3 and 4 only). A possible draw can also be selected.

Who wins the Quarter – 2-way?

Betting on the winner of the respective quarter. If the Quarter ends in a draw, bets will be void. This market exists for all 4 quarters.

Who wins the Quarter – 3-way?

Betting on the winner of the respective quarter. A possible draw can also be selected. This market exists for all 4 quarters.

Points for Home Team

The total number of points for the home team (Team 1).

Points for Away Team

The total number of points for the away team (Team 2).

Match Bet and Over/Under

Betting on who will win the game (2-way) and whether the total number of points will be above or below the given over/under value. Both tips must be correct for the bet to win. If the match ends in a draw, then bets will be void.

Half-Time/Full-Time

Betting on who will be in the lead at half-time and who will win the game in the end. Both tips must be correct for the bet to win.

Points – Odd/Even

Betting whether the number of total points of the final result is even or odd.

Volleyball

All event markets are based on and valid for the full-time result of a certain match unless it is stated otherwise with an additional information. Bets on a postponed or interrupted game will be void unless it is played/rescheduled within 48 hours of the original scheduled match time. Bets are settled according to official association pages. If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded.

Match Bets

Betting on the winner of the game. Possible selections are home team (1) or away team (2).

Handicap Bets

Handicap bets giving one team a virtual point deduction at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Example:

Perugia vs. Milano

Final result: 3-0 (set 1 = 25-22, set 2 = 25-15, set 3 = 25-18)

Point score without handicap: 75-55

Bet is on Perugia will win with a point handicap of -15.5

For the settlement of this handicap bet (-15.5 points) the virtual score of -15.5 has now to be deducted from the final score of total points scored by Perugia, which will result in the final handicap score of 59.5-55 for Perugia, therefore the bet is won.

Set Bet

Betting on the final set score at the end of the game.

Period Bets

Bet on markets which are related to a specific period of the game (for example winner set 1).

Will there be a 4th or 5th set?-Bets

Betting on the game possibly going over 4 or 5 sets.

Over/Under (Totals)

This type of bet offers the option of betting either over or under at a predefined value (for example number of points or sets). Possible selections are over or under than this value.

Example:

Modena vs. Piacenza

Final result: 3-2 (set 1 = 25-19, set 2 = 23-25, set 3 = 25-19, set 4 = 20-25, set 5 = 15-11)

Total point score = 207 (108-99)

Over/Under Points value is 180.5

Bets on “over 180.5 points” will be settled as winner. The total amount of scored points on this example is 207, which means more than 180.5 points are scored in this match.

Handball

Unless otherwise stated all bets will be settled based on the score at the end of regular time. Overtime and penalty shootout is excluded if played. Bets are settled according to official association pages. If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded.

Match Bets (1X2)

Bets are related on regular time only, unless stated otherwise.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

2-Way (If Draw Stake Refund)

Bet on the winning team of a match. If the final score is a draw, the stake will be refunded.

Handicap Bets

Handicap bets giving one team a virtual goal deduction (a handicap) at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Example:

Barcelona vs. Szeged

Final result: 35-25

Bet is on Barcelona will win with handicap of -4.5

For the settlement of this handicap bet the virtual score of -4.5 has now to be deducted from the final score of total points scored by Barcelona, which will result in the final handicap score of 30.5-25 for Barcelona, therefore the bet is won.

Double Chance

The following options are available for betting:

1X - Winning selection if the result is either a home team win or draw

12 - Winning selection if the result is either a home team win or away team win

X2 - Winning selection if the result is either a draw or away team win

If a match is played on neutral venue, then the team listed first is deemed as the home team for betting and settlement purposes.

Odd/Even

Bet on the amount of a predefined occurrence (goals, cards, corners, etc.).

Odd = 1, 3, 5, 7, ... Even = 0, 2, 4, 6, ...

Over/Under Goals

This type of bet offers the option of betting either over or under at a predefined value number of goals in the game. Possible selections are over or under than this value.

Example:

Porto vs. Wisla Plock

Final result: 27-28

Betting line is 51.5

Bets on "Over 51.5" will be settled as winner. The total amount of scored goals on this example is 55, which means more than 51.5 goals are scored in this match.

Bets on "Under 51.5" will be settled as lost.

Half-Time – Full-Time

Bet on the result at the end of the first half and the final result after regular time.

Example:

Elverum vs. Kiel

Half-time result 11-12 / full-time result 26-26

Winning selection for this bet is 2/X, which means the away team leads at the end of the first half and the full-time result is a draw.

Ice Hockey

All match markets are based on the result at the end of the regular time period unless it is stated otherwise with additional information. In ice hockey regular time is stipulated to be 60 minutes.

Bets on a postponed, abandoned or interrupted game will be void and settled with the odd 1.0 unless it is played or continued within 48 hours of the original scheduled starting time.

If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded.

In any case, if a match is cancelled, all bets that have already been rated will remain valid.

Bets settled from official association pages.

Match Bets (1X2)

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

2-Way, incl. Overtime/Penalties

Selection 1 stands representative for a home team win, including a possible overtime/penalty shootout.

Selection 2 stands representative for an away team win, including a possible overtime/penalty shootout.

First/Last Team to Score

Bets are related on regular time only, unless stated otherwise.

Handicap Bets

Handicap bets giving one team a virtual goal deduction (a handicap) at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Over/Under Goals

This type of bet offers the option of betting either over or under at a predefined value of goals in the game. The selection is also available for the individual periods or for one of the teams. Possible selections are over or under than this value.

Both teams to score

Bet on whether both teams will score at least one goal during the game. Options are Yes or No. The selection is also available for the individual periods.

Double Chance

The following options are available for betting:

1X - Winning selection if the result is either a home team win or draw

12 - Winning selection if the result is either a home team win or away team win

X2 - Winning selection if the result is either a draw or away team win

Correct Score

Predict and bet on the final score at the end of regular time.

Period Winner (3-Way)

Betting on the winner of the respective period.

Selection 1 stands representative for a home team win.

Selection X stands for a draw. Selection 2 stands representative for an away team win.

Period Winner (2-Way)

Betting on the winner of the respective period, if draw stakes will be refund

Selection 1 stands representative for a home team win.

Selection 2 stands representative for an away team win.

Period Handicap (3-Way)

Bet on the result of the period after the handicap

has been applied to one of the competitors.

Highest-Scoring Period

Possible selections: 1st Period, 2nd Period, 3rd Period, Equal

Odd/Even Goals

Betting whether the number of total goals of the final result is even or odd.

Odd = 1, 3, 5, 7, ... Even = 0, 2, 4, 6, ...

3x3 Basketball

For all bets, except those marked "including Overtime", the result after regular time is valid. Bets on a postponed or interrupted game will be void unless it is played/rescheduled within 48 hours of the original scheduled match time.

Bets are settled according to official association pages. If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded.

Winner 2-Way (incl. Overtime)

Betting on the winning team, overtime included.

Handicap (incl. Overtime)

The result of a match after the handicap spread has been applied to one of the competitors, overtime included.

Over/Under (incl. Overtime)

This type of bet offers the option of betting either over or under at a predefined value of points in the game, overtime is included. Possible selections are over or under than this value. The selection is also available for one of the teams.

Winter Sports

General Betting Rules for Winter Sports

All bets are settled on the official results, Federation Internationale de Ski (FIS) for Alpine Skiing, Cross Country, Ski Jumping and International Biathlon Union (IBU) for Biathlon.

If a specific event is suspended or postponed bets remain valid provided that the event is completed on the same venue within 48 hours.

Exceptions to this rule are competitions that take place within a tournament event (World Championships, Olympics), which remain valid until they are held, provided they still take place during the tournament. For settlement purposes the result is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Alpine Skiing

Winner/Top 3

All bets are settled on the official results of the FIS at the time of the podium presentation. Subsequent disqualifications and appeals will not affect bets.

In slalom, giant slalom and alpine combined competitions, both runs must be completed, otherwise they will be considered cancelled.

In downhill and super G, an official result will be given if at least the first 30 competitors have started the race before a possible abandonment.

Winner/Top 3 first Run

For slalom, giant slalom and alpine combined events, bets are also offered on the winner/top 3 of the 1st run. All bets are settled on the official results of the FIS at the end of the 1st run.

Head-to-Head

Winner is the runner with the better ranking in the final classification. All bets are settled on the official results of the FIS at the time of the podium presentation. For slalom, giant slalom and alpine combined the following applies: If a competitor does not qualify for the second run, he is deemed to be eliminated and bets on him are lost. If both competitors do not qualify for the second round, bets will be void. If a runner is disqualified during the race he is considered to be eliminated and bets on him are lost.

Head-to-Head first Run

Winner is the runner with the better ranking in the final classification of the 1st run. All bets are settled on the official results of the FIS at the end of Run 1. If a runner is disqualified, then he is considered to be eliminated and bets on him are lost.

Ski Jumping

Winner/Top 3

All bets are settled on the official results of the FIS at the time of the podium presentation. Results will stand for all markets providing 1st round is completed in full (including if the round is subject to a re-start.) Subsequent disqualifications and appeals will not affect bets.

Winner/Top 3 Qualification

All bets are settled on the official results of the FIS at the end of the qualification. Results will stand subsequent disqualifications and appeals will not affect bets.

Head-to-Head

Winner is the jumper with the better ranking in the final classification. All bets are settled on the official results of the FIS at the time of the podium presentation. Subsequent disqualifications and appeals will not affect bets. If both competitors do not qualify for the 2nd round, the better placing in the 1st round will count. Results will stand for all markets providing one round is completed in full (including if the round is subject to a re-start.)

Head-to-Head Qualification

Both H2H participants must start the qualification. Winner is the jumper with the better ranking in the qualification. All bets are settled on the official results of the FIS. Subsequent disqualifications and appeals will not affect bets.

Cross-Country

Winner/Top 3

All bets are settled on the official results of the FIS at the time of the podium presentation. Subsequent disqualifications and appeals will not affect bets.

Head-to-Head

Both H2H participants must start the race, otherwise bets will be void. Winner is the runner with the better ranking in the final classification. All bets are settled on the official results of the FIS at the time of the podium presentation. If both H2H participants do not finish the race, bets will be void.

Biathlon

Winner/Top 3

All bets are settled on the official results of the IBU at the time of the podium presentation. Subsequent disqualifications and appeals will not affect bets.

Head-to-Head

Both H2H participants must start the race, otherwise bets will be void. Winner is the runner with the better ranking in the final classification. All bets are settled on the official results of the IBU at the time of the podium presentation. Subsequent disqualifications and appeals will not affect bets. If both H2H participants do not finish the race, bets will be void.

American Football

All match markets are based on the result after regular time unless otherwise stated. Bets on a postponed or interrupted game will be void unless it is played/rescheduled within 48 hours of the original scheduled match time. Bets are settled according to official association pages. If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded. In any case, if a match is cancelled, then all bets that have already been rated will remain valid.

Winner (incl. Overtime)

Bet on the winning team, overtime included. In games where a draw is possible even after the end of overtime, stakes are refunded if this occurs.

3-Way (regular Time)

Bet on the final result of the game after regular time, overtime excluded. Possible selections are 1X2.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Handicap (incl. Overtime)

The result of a match after the handicap spread has been applied to one of the teams, overtime included.

Over/Under (Totals)

This type of bet offers the option of betting either over or under at a predefined value (number of points, touchdowns, fumbles, etc.) in the game. Possible selections are over or under than this value.

Who Wins the Half-Time – 2-Way

Bet on the winning team of the selected halftime. If the halftime ends in a draw, bets will be void.

Who Wins the Half-Time – 3-Way

Bet either on a team to win or on a possible draw. Possible selections 1X2.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Half-Time Handicap

The result of the half after the handicap spread has been applied to one of the competitors.

Half-Time Over/Under Points

The total number of points in the selected half. Bet on either over or under at a predefined value.

Half-Time/Full-Time

Bet on the result at the end of the halftime and on the final result of the game after regular time.

Who Wins the Period – 2-Way

Bet on the winner of a period. If the Quarter ends in a draw, bets will be void, this market exists for all 4 quarters.

Who Wins the Period – 3-Way

Bet on either the winner of the period or on a possible draw, this market exists for all 4 quarters.

Period - Handicap

The result of the period after the handicap spread has been applied to one of the competitors. This market exists for all 4 quarters.

Period – Over/Under Points

The total number of points in the selected period. Bet on either over or under at a predefined value. This market exists for all 4 quarters.

Points for Team (incl. Overtime)

The total number of points scored by the selected team, overtime included

Highest-Scoring Quarter

Bet on which quarter will score the most points. Possible selections are 1st quarter, 2nd quarter, 3rd quarter, 4th quarter or equal.

Aussie Rules

All match markets are based on the result after regular time unless otherwise stated. Bets on a postponed or interrupted game will be void unless it is played/rescheduled within 48 hours of the original scheduled match time.

Bets are settled according to official association pages. If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded. In any case, if a match is cancelled, all bets that have already been rated will remain valid.

Winner (incl. Overtime)

Bet on the winning team, overtime included. Overtime, if the match ends in a draw, then bets will be void.

3-Way (Regular Time)

Bet on the final result of the game after regular time, overtime excluded. Possible selections are 1X2.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Handicap (incl. Overtime)

The result of a match after the handicap spread has been applied to one of the competitors.

Over/Under Points (incl. Overtime)

The total number of points in the game, overtime included. Bet on either over or under at a predefined value.

Badminton

If a game is postponed or interrupted, bets placed on this match will stand provided the match is played before the end of the tournament. (provided it is a tournament game). If a match is ended by retirement or disqualification of a player, all bets on the entire match will be void, all bet types that have already occurred will be settled regularly. Bets settled from official tournament statistics.

Winner

Bet on the winner of the match.

Over/Under Total Points

The total number of points in the match. Bet on either over or under at a predefined value. Possible selections are over or under than this value.

Point Handicap

The result of a match after the handicap spread has been applied to one of the competitors.

Set Betting

Correct set score of the match. Bets are void if the statutory number of sets are not completed or are changed.

Set - Winner

Bet on the winner of the respective set.

Set - Total Points

Bet on the total number of points in the respective set.

Set - Point Handicap

Bet on the result of the respective set after the handicap spread has been applied to one of the competitors. Bets are void if the statutory number of sets are not completed or are changed.

Baseball

All match markets are based on the result after regular time unless otherwise stated. Bets on a postponed or interrupted game will be void unless it is played/rescheduled within 48 hours of the original scheduled match time. Bets are settled according to official association pages. If the match venue is changed from home team's to the away team's ground all bets placed on the original fixture will be void. Games played on neutral ground are excluded. In any case, if a match is cancelled, all bets that have already been rated will remain valid.

Winner (incl. Extra Innings)

Bet on the winner of the game, extra Innings included

3-Way

Bet on the final result of the game after regular time, extra innings excluded. Possible selections are 1X2.

Selection 1 stands representative for a home team win. Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Handicap (incl. Extra Innings)

Bet on the result of a match after the handicap spread has been applied to one of the competitors, extra innings included.

Over/Under Runs (incl. Extra Innings)

Bet on the total number of runs in the match, extra innings included. Possible selections are over or under than this value.

Beach Volleyball

If a game is postponed or interrupted, bets placed on this match will stand provided the match is played before the end of the tournament. (Provided it is a tournament game) If a match is ended by retirement of a player or disqualification, all bets on the entire match will be cancelled, all bet types that have already occurred will be settled regularly. In the event of any of the named players in a match changing before the match starts then all bets will be void. Bets are settled according to official tournament sites or the relevant associations.

Winner

Bet on the winner of the game. Available selections are win for the home team or win for the away team.

Handicap bets

Handicap bets giving one team a virtual deduction (a handicap) at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Set Betting

Bet on the correct set score of the game. Bets are void if the statutory number of sets are not completed or are changed. You can also bet on the winner of a specific set.

Over/Under

This type of bet offers the option of betting either over or under at a predefined value (number of points, sets in the game). Possible selections are over or under than this value.

Boxing

Bets will be settled on the result declared at the end of the fight by the official announcer. If the official announcer does not declare a result at the end of a fight, markets will be settled on the result displayed on the relevant association site.

Winner

Bet on the winner of the fight, a 3-way is also offered for certain fights, in which case you can also bet on a possible draw on points.

Over/Under Rounds

Bet on how many rounds have been completed by the end of the fight. Options are either over or under at a predefined value of rounds.

Fight Distance

This type of bet determines whether the fight will go the full distance. Possible options are Yes or No.

Way of winning

This type of bet offers the possibility to bet on how the fight will be decided (knockout/technical decision /draw/after points.)

MMA

Bets will be settled on the result declared at the end of the fight by the official announcer. If the official announcer does not declare a result at the end of a fight, markets will be settled on the result displayed on the relevant association site.

Winner

Bet on the winner of the fight.

Over/Under Rounds

Bet on how many rounds have been completed by the end of the fight. Options are either over or under at a predefined value of rounds. Possible selections are over or under than this value.

Cricket

If a match venue is changed, then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void. Bets are settled according to official association pages.

Winner (incl. Super Over)

Bet on the winner of the game, super over included.

Cycling

All bets are settled on the results published by the official race governing body. For multi-stage events, in the event of stages being cancelled, then the official standings after the last completed stage will be used for settlement purposes, providing one stage is completed in full. Participants must pass the starting line of the respective event/stage for bets to stand. Otherwise bets will be void and stakes returned.

Winner

Bet on the winner of the race/stage.

Head-to-Head

Winner is the rider with the better position in the final classification of the race/stage. Both riders must start the race (passing the starting line) otherwise bets will be void. If both competitors start the race but both fail to finish, then bets will be void.

Darts

If a tournament game is postponed or interrupted, bets placed on this match will stand, provided the match is played before the end of the tournament. In all other cases, bets will be void if the game is not played within 48 hours of the original start time. Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void, unless the result is already determined at the time of abandonment.

Winner

Bet on the winner of the game, 2 selections available.

Winner – 3-Way

Bet on the winner of the game or a possible draw, 3 selections available.

Over/Under (Totals)

This type of bet offers the option of betting either over or under at a predefined value (number of legs, 180's, etc.) in the game. Possible selections are over or under than this value.

Set/Leg Winner

Bet on the winner of a specific set/leg.

First 180

Bet on the player who scores the 1st 180. There are 3 options: Player 1, Player 2 or none.

FIFA E-Sports

All match markets are settled based on the official score at the end of regular time, unless otherwise stated. This includes any added injury or stoppage time but does not include extra time and penalty shootout. Settlement will be based on the official result as declared by the relevant governing body of the specified competition. (For example, gtleagues.com, eadriaticleague.com.) Bets on a cancelled/aborted match will be void, the same applies if the fixture is listed incorrectly.

Match Bets

Bet on the winning team/player.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

2-Way (If Draw Stake Refunded)

Bet on the winning team of a game. If the final score of the game is a draw, the stake will be refunded.

Half-Time Bets

Possibility to bet on markets which are related only to 1st or 2nd half-time. The selection of bets is basically the same as those relating to the entire game, for example “Who wins the 1st half-time?” etc.

Double chance

The following options are available for betting:

1X - Winning selection if the result is either a home team win or draw

12 - Winning selection if the result is either a home team win or away team win

X2 - Winning selection if the result is either a draw or away team win

Both teams to score

Bet on whether both teams will score at least one goal during the game. Options are Yes or No.

Handicap bets

Handicap bets giving one team a virtual goal deduction (a handicap) at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Over/Under Goals

This type of bet offers the option of betting either over or under at a predefined value of goals in the game. Possible selections are over or under than this value. The selection is also available for one of the teams.

Futsal

All event markets are based on and valid for the full-time result (regular time) of a certain match unless it is stated otherwise with an additional information. Bets on a postponed, abandoned or interrupted game will be void unless it is played, continued within 48 hours of the original scheduled starting time. Betting Markets on events where abandonment occurs before the end of regular time will be void unless the result is already determined at the time of abandonment. All bets are settled based on the respective official sites.

Match Bets (1X2)

Bets are related on regular time only.

Selection 1 stands representative for a home team win. Selection X stands for a draw. Selection 2 stands representative for an away team win.

Handicap Bets

Handicap bets giving one team a virtual goal deduction (a handicap) at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Over/Under Goals

This type of bet offers the option of betting either over or under at a predefined value of goals in the game. Possible selections are over or under than this value. The selection is also available for one of the teams.

Outcome Rest of the Game

You can bet (in play) at a certain point in the game on who will win the rest of the match or whether it will end in a draw. The virtual score for this bet is then like a 0:0, possible outcomes are win home team, draw or win away team.

Example:

Arsenal vs. Liverpool, score at the time the bet is placed 2:0.

Final score 2:1, this means Liverpool won the rest of the game.

Which team will score the 1st goal?

This market is in play also offered at every other goal (2nd, 3rd....).

Half-Time Winner (3 Way)

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Double Chance

The following options are available for betting:

1X - Winning selection if the result is either a home team win or draw

12 - Winning selection if the result is either a home team win or away team win

X2 - Winning selection if the result is either a draw or away team win

Golf

Winner/Top 3, etc.

All markets will be settled based on the results published on the official tour website. If the Event takes place in accordance with the present general terms and conditions and a participant or a team fails to show up or retires during the Tournament, bets will stand, this means that a bet on an affected participant or team is considered lost. Any subsequent disqualification or change of result will be ignored for settlement purposes. Should a round in progress be stopped, resulting in the round being rescheduled and the players' scores being reset, all bets will be void unless the outcome of the betting market was already clearly determined.

Group Betting

The winner will be the player achieving the highest placing at the end of the tournament. If all listed players miss the cut, the player with the lowest score at the cut is deemed the winner.

If a tournament is affected by adverse weather bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

Head-to-Head

The winner will be the player achieving the highest placing at the end of the tournament. If both players miss the cut, the player with the lowest score at the cut is deemed the winner.

Hole In One

Relates to a hole in one being recorded in the designated rounds of a specified tournament. Possible selections are Yes or No.

Cut

Possible selections are Yes or No. A tournament cut must be applied for bets to stand. In the case of a tournament where a multiple cut system is in place, settlement will be defined by a player playing or not playing in the next round following the 1st official cut.

Formula 1

General Betting Rule for Formula 1

All bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA) at the time of the podium presentation, published on **formula1.com**.

All drivers who have already completed at least 90% of the race distance will be recorded as a classified finisher. Any penalties imposed on a driver after the time of the podium presentation do not apply for settlement purposes.

Drivers/Constructors Championship

Each participant is priced to be the top driver over the Formula 1 season in accordance with Drivers Championship standings, and rules as specified by the FIA.

Free Practice Winner/Top 3

Bet on the Fastest Driver in the training session. Bets will be settled on the basis of the official FIA classification, published on formula1.com. The driver of any car taking to the track during the respective practice session will be rated as the starter.

Free Practice Winning Constructor

Bet on the fastest car in the training session. Bets will be settled on the official FIA result of the relevant practice session, published on formula1.com. All cars will be counted as participants.

Free Practice Winning Margin

Winning margin of the fastest driver in the practice session. Bets will be settled on the basis of the official FIA result at the relevant practice session, published on formula1.com

Free Practice – H2H

The winner of the head-to-head duel is the driver with the better place in the practice session. Bets will be settled on the basis of the official FIA result at the relevant practice session, published on formula1.com.

Qualifying Winner/Top 3/Top 6/Top 10

The winner of qualifying is the best placed driver in the qualifying and not on the starting grid. Official qualifying times as recorded by the FIA, published on formula1.com, will be used for settlement. Any penalties imposed on a driver do not apply for settlement purposes.

Qualifying – H2H

The winner of the head-to-head duel is the driver with the better place in qualifying and not on the starting grid. Any penalties imposed on a driver will not apply for settlement purposes. Both drivers must participate in qualifying for bets to stand. If a driver, for whatever reason, does not start the qualifying, all bets placed on this duel will be void.

Qualifying Winning Margin

Winning Margin of the fastest driver in the qualifying. Bets will be settled on the basis of the official FIA result after Q3, published on formula1.com.

Race Winner/Top 3/Top 6/Top 10

All race bets are evaluated on the basis of the official classification by the FIA at the time of the podium presentation, published on formula1.com. The start of the race is deemed to be the signal to start the warm-up lap. All drivers are in play from this point on.

Race – H2H

The winner of a head-to-head duel is the driver with the better place in the final classification. Both drivers must start the race (applies from the warm-up lap) for bets to stand. If both drivers drop out early and none of the participants is rated in the official final classification, the bet is void.

Winning Constructor

The result will be determined by the combined points total of all drivers within a constructor's team. All bets are evaluated on the basis of the official classification by the FIA at the time of the podium presentation, published on formula1.com.

Car/Driver to set the fastest Lap

Car/driver who sets the fastest lap of the race. The official FIA result at the time of the podium presentation, published on formula1.com, will be used for settlement.

Fastest Pit Stop

Constructor with the fastest pit stop. This is based on the stationary time of a car in the pits. Official data recorded by the FIA at the time of the podium presentation, published on formula1.com, will be used for settlement.

First/Last Pit Stop

Constructor/driver to make the first/last pit stop. Official Pit Stop details as recorded by the FIA on their Race Pit Stop Summary will be used for settlement. If a driver is not in position to start the formation lap bets involving that driver are void.

First Constructor/Driver Retirement

Bets will have action once the 1st formation lap starts. The winner is the constructor/driver of the first car to retire. Should more than one car retire on the same lap then dead-heat rules apply and the payouts are divided accordingly.

Highest-Scoring Constructor

The result will be determined by the combined points total of both drivers within a constructor's team. Dead-heat rules apply. Official data recorded by the FIA at the time of the podium presentation will be used for settlement.

Both Cars Top 3/Top 6/Top 10

All bets are evaluated on the basis of the official classification by the FIA at the time of the podium presentation. Dead-heat rules apply.

Classified Drivers

Drivers that have completed 90% or more of the number of laps completed by the winner (rounded down to the nearest whole number of laps) are regarded as finishers in line with the official FIA classification at the time of the podium presentation.

Driver Hat Trick

A driver wins qualifying, the race and sets the fastest race lap on a race weekend. Official qualifying/practice times as recorded by the FIA will be used for settlement. Any penalties imposed on a driver do not apply for settlement purposes. Race bets are evaluated on the basis of the official classification by the FIA at the time of the podium presentation.

Winning Nationality

Nationality of the race winner. Bets are evaluated on the basis of the official classification by the FIA at the time of the podium presentation.

Race Group Betting

The winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified, then the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retired on the same lap then dead-heat rules apply. Bets will be settled on the official FIA result at the time of the podium presentation.

Safety Car Period During the Race

A safety car period is defined as the need for the safety car to run in front of the leading car during the race. Should the race start under the safety car, then all bets concerning the safety car market will be settled as Yes. Virtual Safety Car periods do not count.

Virtual Safety Car Period During the Race

A virtual safety car period is defined as the need for all cars to be slowed down to a set speed limit in order to make the track safe to continue racing. Unlike the normal safety car procedure, no actual car will lead the cars around but instead drivers will see VSC messages around the track and will slow down to the required speed. Should the race start or end under a virtual safety car condition the market will be settled as Yes. Normal safety car periods do not count for the purposes of this market.

Motorbikes

General Betting Rule for Motorbikes

All bets are settled on the official classification from the Federation Internationale de Motocyclisme (FIM), the sport's governing body, at the time of the podium presentation published on **motogp.com**.

Riders/Constructors Championship

Each participant is priced to be the top driver over the season in accordance with Riders Championship standings, and rules as specified by the FIM.

Qualifying Winner/Top 3

The winner of qualifying is the best placed rider in the qualifying and not on the starting grid. Official qualifying times as recorded by the FIM will be used for settlement. Any penalties imposed on a rider do not apply for settlement purposes.

Qualifying – H2H

The winner of the head-to-head duel is the rider with the better place in qualifying and not on the starting grid. Any penalties imposed on a rider will not apply for settlement purposes. Both riders must participate in qualifying for bets to stand. If a rider, for whatever reason, does not start the qualifying, all bets placed on this duel will be voided.

Race Winner/Top 3

All race bets are evaluated on the basis of the official classification by the FIM at the time of the podium presentation. The start of the race is deemed to be the signal to start the warm-up lap. All riders are in play from this point on.

Race – H2H

The winner of a head-to-head duel is the rider with the better place in the final classification. Both riders must start the race (applies from the warm-up lap) for bets to stand. If both riders drop out early and none of the participants is rated in the official final classification, the bet is void.

NASCAR Series

Drivers Championship

All bets will be settled as per the official NASCAR season result. The Field includes all drivers, also those that may not be listed.

Winner/Top 3/Top 5

Bets will be settled as per the official NASCAR race result.

Race-H2H

Both drivers must start the race. The winner of a head-to-head duel is the driver with the better place in the final classification. All match-ups will be settled as per the official NASCAR result. If one driver fails to complete the race, then the other driver will be declared the winner. If both drivers drop out early and none of the participants is rated in the official final classification, the bet is void.

Race Group Betting

The winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified, then the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retired on the same lap then dead-heat rules apply. Bets will be settled on the official NASCAR result at the time of the podium presentation.

INDYCAR Series

Drivers Championship

All bets will be settled as per the official IndyCar season result. The field includes all drivers, also those that may not be listed.

Winner/Top 3/Top 5

Bets will be settled as per the official IndyCar race result.

Race-H2H

Both drivers must start the race. The winner of a head-to-head duel is the driver with the better place in the final classification. All match-ups will be settled as per the official IndyCar result. If one driver fails to complete the race, then the other driver will be declared the winner. If both drivers drop out early and none of the participants is rated in the official final classification, the bet is void.

Formula E

Winner

All bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sport's governing body, at the time of the podium presentation.

Race Winner/Top 3/Top 6/Top 10

All race bets are evaluated on the basis of the official classification by the FIA at the time of the podium presentation. The start of the race is deemed to be the signal to start the warm-up lap. All drivers are in play from this point on.

Race – H2H

The winner of a head-to-head duel is the driver with the better place in the final classification. Both drivers must start the race (applies from the warm-up lap) for bets to stand. If both drivers drop out early and none of the participants is rated in the official final classification, the bet is void.

DTM Series

Winner/Top 3

All bets are settled on the official classification from Deutsche Tourenwagen Masters (DTM)

Race – H2H

Both drivers must start the race. The winner of a head-to-head duel is the driver with the better place in the final classification. All match-ups will be settled as per the official DTM result. If one driver fails to complete the race, then the other driver will be declared the winner. If both drivers drop out early and none of the participants is rated in the official final classification, the bet is void.

Rally WRC Series

Winner/Top 3

All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA)

Race – H2H

Both drivers must start the race. The winner of a head-to-head duel is the driver with the better place in the final classification. All match-ups will be settled as per the official FIA result.

Rugby

All event markets are based on and valid for the full-time result (regular time) of a certain match unless it is stated otherwise with additional information.

Match 1X2

Bets are related on regular time play only unless stated otherwise.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Handicap Bets

Handicap bets giving one team a virtual point deduction (a handicap) at the start of a game. The result of a match after the handicap spread has been applied to one of the competitors. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Over/Under Points

This type of bet offers the option of betting either over or under at a predefined value of points in the game. Possible selections are over or under than this value. The selection is also available for one of the teams.

Double chance

The following options are available for betting:

1X - Winning selection if the result is either a home team win or draw.

12 - Winning selection if the result is either a home team win or away team win

X2 - Winning selection if the result is either a draw or away team win

2-Way (If Draw Stake Refunded)

Bet on the winning team of the game. If the final score after regular time is a draw the stake will be refunded.

Points for Home/Away Team

The total number of points of the team. Bets refer to regular time, unless otherwise stated.

Snooker

If a game is postponed or interrupted, bets placed on this match will stand provided the match is played before the end of the tournament (provided it is a tournament game). If a match is ended by retirement of a player or disqualification, all bets on the entire match will be cancelled, all bet types that have already occurred will be settled regularly. Bets are settled according to official tournament sites or the relevant associations.

Winner

Bet on the winning player.

Over/Under Frames

Bet on the total number of frames in the match.

Handicap Frames

Handicap bets giving one player a virtual frames deduction (a handicap) at the start of a game. Conversely, choosing the other player in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Frame Winner

Betting on the winner of a specific frame.

Frame Over/Under

This type of bet offers the option of betting either over or under at a predefined value of frames in the game. Possible selections are over or under than this value. The selection may also be available for one of the players.

Frame – Who Will Pot the 1st Ball

Bet on which player will pot the 1st ball in the frame (without fouls).

Frame – 1st Colour potted

Bet on which colour will be potted first in the frame.

Squash

If a game is postponed or interrupted, bets placed on this match will stand provided the match is played before the end of the tournament. (Provided it is a tournament game) If a match is ended by retirement of a player or disqualification, all bets on the entire match will be cancelled, all bet types that have already occurred will be settled regularly. Bets are settled according to official tournament sites or the relevant associations.

Winner

Bet on the winner of the game.

Over/Under Points

This type of bet offers the option of betting either over or under at a predefined value of points in the game. Possible selections are over or under than this value.

Handicap Points

Handicap bets giving one player a virtual point deduction (a handicap) at the start of a game. Conversely, choosing the other player in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Set Winner

Bet on the winner of a specific set.

Set Score

Bet on the correct set score for game.

How many sets will be played?

Bet on the total number of sets played in the game.

Table Tennis

If a game is postponed or interrupted, bets placed on this match will stand provided the match is played before the end of the tournament. (provided it was a tournament game). If a match is ended by retirement of a player or disqualification, all bets on the entire match will be cancelled, all bet types that have already occurred will be settled regularly. Bets are settled according to official tournament sites or the relevant associations.

Winner

Bet on winner of the game.

Over/Under Total Points

This type of bet offers the option of betting either over or under at a predefined value of points in the game. Possible selections are over or under than this value.

Handicap Bets

Handicap bets giving one player a virtual point/set deduction (a handicap) at the start of a game. Conversely, choosing the other player in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly.

Set Winner

Bet on the winner of the respective set.

Set Score

Bet on the correct set score of the match. Bets are void if the statutory number of sets are not completed or are changed.

Water Polo

Unless otherwise stated, all bets will be settled based on the result at the end of regular time. Bets are settled according to official associations.

Match Bets (1X2)

Bets are related on regular time only.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Over/Under Goals

This type of bet offers the option of betting either over or under at a predefined value of goals in the game. Possible selections are over or under than this value.

Kabaddi

Unless stated otherwise, all bets will be settled based on the score at the end of the scheduled 40 minutes (2x20min) regular time and excluding extra time if played. Bets on a postponed, abandoned or interrupted game will be void unless it is played, continued within 48 hours of the original scheduled starting time. Betting Markets on events where

abandonment occurs before the end of regular time will be void unless the result is already determined at the time of abandonment.

Match Bets (1X2)

Bets are related on regular time only. The bet type is also available for the 1st half only.

Selection 1 stands representative for a home team win.

Selection X stands for a draw.

Selection 2 stands representative for an away team win.

Double chance

The following options are available for betting:

1X - Winning selection if the result is either a home team win or draw.

12 – Winning selection if the result is either a home team win or away team win

X2 – Winning selection if the result is either a draw or away team win.

2-Way (If Draw Stake Refunded)

Bet on the winning team of the game. If the final score after regular time is a draw the stake will be refunded.

Over/Under Points

This type of bet offers the option of betting either over or under at a predefined value of points in the game. Possible selections are over or under than this value. The bet type is also available for the 1st half only.

Handicap Points

Handicap bets giving one team a virtual point deduction (a handicap) at the start of a game. Conversely, choosing the other team in the same market will involve that selection receiving a virtual advantage. This virtual deduction or advantage is then added to the final result and the handicap bets are settled accordingly. The bet type is also available for the 1st half only.