

NAVAJO NATION GAMING ENTERPRISE



Sportsbook House Rules

July 2026

Sportsbook House Rules

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Part A. General Sportsbook House Rules

The Sportsbook House Rules (these "Rules") set out herein are subject to modification at any time at the sole discretion of the Sportsbook, subject to regulatory approval of the Navajo Nation Gaming Regulatory Office ("NNGRO"). These are general grading rules and any exceptions or variations to these rules for certain sports will be stated under the specific sports rules. The patron should therefore always consult the sport-specific rules for each sport as the sport-specific rules will take precedence over the General Rules. Where any matter is not covered by these Rules, the Sportsbook reserves the right to decide on an individual basis.

Section 1. Placing Bets

- 1.1 The Sportsbook reserves the right to refuse part or all of any wager, prior to its acceptance.
- 1.2 The Sportsbook may determine minimum and maximum wager amounts per patron on any events to include: all periods, segments, propositions, and future book wagers. Maximum payout by sport and by market will be established herein.
 - 1.2.1 The minimum wager is \$5.00 (five dollars); and,
 - 1.2.2 The maximum event wager may not exceed a maximum payout of \$100,000 (one hundred thousand dollars).
- 1.3 Notification of changes in posted odds or lines will be made in a timely manner and automatically on the electronic reader boards and in a timely manner. Non-posted printed media will be updated on a weekly basis and indicate issue date.
- 1.4 Wagers accepted will not be able to be changed or voided by the patron upon confirmation of the successfully placed wager, unless approved by management. Please check tickets before leaving the counter. Tickets go as written.
- 1.5 Wagers may be accepted at terms other than those displayed within the main Sportsbook rules or individual sports wagering rules at the discretion of the Sportsbook.

- 1.6 The Sportsbook may update, amend, edit and supplement these House Rules at any time, subject to approval by the NNGRO. Any such revision will be binding and effective immediately once such revisions are approved. A printed copy of the House Rules will be made available upon request. Any wagers accepted after the rule changes have been made available to patrons shall be governed by the revised House Rules.
- 1.7 The Sportsbook will not accept the past posting of wagers, in such cases the wager may be refunded, or where the outcome of the event is already known, in all such cases the wager will be refunded.
- 1.8 No proposition bets are to be made available for collegiate sporting events. “Proposition (Prop) bet” means a bet specifically naming an individual participant, or if a team sport, a specific position on a team, thus constituting a bet upon the actions of that individual or position, regarding the occurrence or non-occurrence of a certain outcome during an event that does not directly reflect the event’s final outcome.
- 1.9 The Sportsbook prohibits wagers on all high school and other amateur-youth sporting events.
- 1.10 The Sportsbook will not accept wagers from (1) Persons under the age of twenty-one (21); (2) Any person whose name appears on the exclusion or self-exclusion list; (3) Any person who is an agent or proxy for any other person and is wagering for such other person; (4) Any individual whose participation may undermine the integrity of the wagering, the sports event, or the other event or (5) Any person who is excluded from wagering for any other good cause.
- 1.11 Identification information is required to be presented at certain thresholds of wagers and payouts in accordance with Federal regulations.
- 1.12 Know Your Limits. Navajo Gaming is all about you PLAYing IT SAFE and keeping it FUN! If gambling becomes a problem, please contact 1-800-NEXT-STEP (Arizona) or text NEXT-STEP to 53342 (Arizona), 1-800-GAMBLER (New Mexico), or councilonproblemgambling.com.
- Players may choose to self-exclude from the Navajo Nation Gaming Enterprise (NNGE) properties by contacting the NNGRO. Players may choose to self-exclude through the respective state department: <https://problemgambling.az.gov/self-exclusion> (AZ) or (505) 841-9700 (NM).
- 1.13 Platform provider maintains a record of all point spreads, odds, race results, final scores and related betting proposition statistics and outcomes to protect both the patron and the Sportsbook in case of obvious mechanical or human error.
- 1.14 Cancelled or voided selections will result in straight wagers being refunded unless an outcome for a specific market has been determined. Parlays that involve a cancelled or

voided selection will stand as a parlay on the remaining selections, or as single in the case where one selection in a two-selection parlay is cancelled as a straight wager in the case.

- 1.15 All lost ticket requests must be placed on a Lost Ticket Claim Form with Players Club account number if available or a copy of acceptable ID. Lost tickets will be held for fifteen (15) days after the event ends before paid.
- 1.16 NNGE is not responsible for lost, stolen tickets, altered or damaged tickets. Damaged tickets may be reprinted if the ticket is original and has at least the serial numbers present. A photo, video or copy will not be honored as lost or damaged.
- 1.17 Winning tickets may be redeemed at the NNGE sportsbook or casino cage in the same state where purchased. Patrons may redeem winning tickets at either the sportsbook or the casino cage. Patrons have the option to mail in non-taxable winning tickets in accordance with printed instructions on the back of the ticket. All redemptions above \$3,000 must be in person.
- 1.18 Winning tickets expire 365 days after the date of the event grading. Sportsbook vouchers expire 365 days after issuance.
- 1.19 Winning wagers are calculated by the Event Wagering System using American Odds. The events are posted and paid to the player in near real time as the bets are graded.

American Odds

Odds with a negative prefix such as '-110' inform the customer how much money they need to wager to win \$100. In this example if the customer places a wager for \$110 which wins at odds of -110, the Sports Gaming System will award \$210 to the player, \$100 of winnings plus their returned wager amount of \$110.

Odds with a positive prefix such as '+300' inform the customer how much money they will win if they wager \$100. In this example if the customer places a wager for \$100 which wins at odds of +300, the Sports Gaming System will award \$400 to the player, \$300 of winnings plus their returned wager amount of \$100.

Section 2. Confirmation of a Bet

- 2.1 Patrons shall place a wager only on their behalf. All wagers may be funded in cash, cash equivalents, voucher, or other method approved by the NNGRO.
- 2.2 The Sportsbook is not responsible for missing or duplicate bets made by the patron.
- 2.3 Unless accepted in error, once accepted, a wager will remain valid and cannot be cancelled. It is the responsibility of the patron to ensure details of each wager placed are correct. Under no circumstance will the Sportsbook accept any responsibility for any mistakes (perceived and actual), deriving from either errors as listed under 'Errors' as

defined in these Rules, or any other reason, such as, but not limited to, incorrect listing of the odds/wagering objects.

Section 3. Grading of Bets

- 3.1 The Sportsbook reserves the right to remove or suspend a market/event at any given time. While a market is suspended, it will be unavailable for betting and cash out.
- 3.2 Potential payout on the bet slip is for information only. Potential payouts are reduced every time one of the selections is cancelled or pushed.
- 3.3 The Sportsbook reserves the right to withhold payment or cancel the bets for any event if there are concerns about the event's integrity, in part or in its entirety.
- 3.4 The Sportsbook reserves the right to withhold payment of bets or cancel bets where it believes there has been syndicated or coordinated betting activity.
- 3.5 The Sportsbook reserves the right to delay the grading of an outcome or an event until an official confirmation is published.
- 3.6 The Sportsbook may void bets when there is an obvious error. Obvious errors are mistakes in posting of lines, odds, or other, caused by human or system error, which significantly differ from the general market or are clearly erroneous. Examples include:
 - 3.6.1 There is reason to believe bets have been placed after an outcome is already known or after the backed selection has gained an advantage.
 - 3.6.2 Bets are confirmed with incorrect prices due to delayed or failing live coverage or latent data feed.
 - 3.6.3 Bets are accepted where prices or line/spread/total/handicap is an obvious error.
 - 3.6.4 Bets are placed after a public announcement has occurred in relation to the bet which significantly affects the odds.
 - 3.6.5 The wrong participant is quoted for any match or event. Bets placed on that participant will be voided. The Sportsbook reserves the right to void bets on other affected outcomes.
 - 3.6.6 There is a change in scheduled location for a game or series of games.
 - 3.6.7 An event does not follow the sport's generally accepted format and rules (e.g., unusual period length or game duration, points counting procedure, format of a match/game, less than the maximum allowed players, distance of a race, amounts of periods etc.).

- 3.6.8 Bets are placed while system experienced technical problems, which otherwise would not have been accepted.
- 3.6.9 The outcome of a market cannot be verified.
- 3.6.10 Odds have been offered and bets accepted due to an error ("Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration Error, transaction Error, manifest Error, force majeure, and/or similar.)
- 3.7 The Sportsbook may resettle winning wagers at the correct price when there is an obvious error.
- 3.8 In case of an incorrect grading of markets, the Sportsbook reserves the right to correct them anytime.
- 3.9 Incorrectly posted events, odds, or results will need to be brought to the attention of management to be adjusted or remedied, at management's discretion.
- 3.10 Results are taken from those published by the official governing body or by data providers. The Sportsbook recognizes those results achieved on the field. Results awarded by a sport federation without action and results decided by the outcome of disciplinary measures from the sport federation or another court of law over 24 hours after an event has finished are not considered.

Section 4. Dead-Heat Rule

- 4.1 If participants finishing positions cannot be separated in an event, then the Dead-Heat Rule will apply.
- 4.2 Dead-Heats are determined by dividing the stake by the number of tied participants.
- 4.3 When calculating how many places are paid, the Sportsbook counts as many selections as there are places, unless there is a Dead-Heat for the last available place. So, if three places are offered and two selections Dead-Heat for first, the next-finishing selection takes third place. However, if there are three places and three selections dead-heat for third, the Sportsbook pays out on all five selections finishing in the top three places with those dead-heating for third having their stake divided by three.

Section 5. Maximum Winnings

Maximum winnings are classified in the table below:

Offering	Maximum Winnings
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NFL, MLB, NBA, NHL- Moneyline, Main Spread, Main Total	\$100,000
NFL, MLB, NBA, NHL- Other markets excluding player props	\$100,000
NCAAF, NCAAB- Moneyline, Main Spread, Main Total	\$100,000
PGA, Tennis, Soccer	\$100,000
Other sports and markets including permissible player props	\$100,000

Section 6. Related Contingencies

A related contingency occurs when part of a transaction affects the outcome of the remainder of the bet. Outside our specific product features which are purposed to facilitate parlays within the same event, our system will block related contingency bets when bet placement is attempted. However, if any such bet is accepted in error, the stake will be equally distributed across the related selections as singles.

Section 7. Guest Service Concerns

Management will make every reasonable effort to resolve guest service concerns. In the event a complaint by a Patron cannot be resolved by the Sportsbook or Casino Shift Manager, the Patron may contact the General Manager in writing.

If the complaint remains unresolved, the Patron may file a complaint with the NNGRO pursuant to the Navajo Nation Gaming Ordinance, Section 2080.

Part B. Main Markets Rules

The Sportsbook shall only accept wagers on events approved by the Department of Gaming. See below types of wagers accepted and rules:

**All listed markets may not be available at the Sportsbook.*

Section 1. Winner Markets

Predict the winner of the game/period/half/quarter/stated time range. If the market contains a Tie selection, then that will be graded as the winner in the event of a tied game/period/half/quarter/stated time range. Where a market does not have a Tie selection, bets will be pushed or dead heat.

Check individual sports for overtime rules.

Section 2. Spread / Handicap Markets

Predict the winner of the game/period/half/quarter/stated time range, applying the given spread (handicap). In handicap betting, a team is awarded a “virtual” goal/points/set/games advantage. This advantage will be added to the official scores for grading purposes.

Check individual sports for overtime rules.

Section 3. Total (Over/Under)

If a game is abandoned, bets will be cancelled unless grading is already determined.

Example 1:

Team A vs Team B, Basketball. Event Total points, Over/Under on 203.5 points. Customer places a bet on over 203.5 points. Customer’s bet will win only when the total points score by both teams aggregated is more than 203.5 points.

Example 2:

Player A vs Player B, Tennis. Customer bets on 1st set, total games over 10.5. Customer’s bet will win if first set finished with at least 11 games played, otherwise bet is lost.

Example 3:

Team A vs Team B, Soccer. Customer bets on total goals for Team A under 3.5. Customer’s bet will win if Team A scores 3 goals or less, otherwise bet is lost.

Example 4:

In a 3-way total, the line is set so that there is also a third outcome (equal or exact).

Team A vs Team B, Ice Hockey. Event Total has 3 outcomes: over 5 goals, under 5 goals or equal to 5 goals. There is no push outcome in this type of market, all bets either win or lose.

Section 4. Double Chance

A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet. Double chance markets do not include overtime. The following options are available:

Home or Tie - if the result is either a Home win or a Tie, then bets on this option are winners.

Tie or Away - if the result is either a Tie or an Away win, then bets on this option are winners.

Home or Away - if the result is either a Home win or an Away win, then bets on this option are winners.

Section 5. Winning Margin

Predict the team to win the game and the margin of victory.

Example 1: Football, Team A vs Team B. If the customer believes that it will be a close game, but Team A will win, the customer can select Team A to win by 1-6-point Margin. By this, the customer's bet wins if Team A win by 1 up to 6 points. If Team A wins by 7 points or more, the customer's bet will lose.

Example 2: Basketball, Team A vs Team B. If the customer believes that Team A will easily win, the customer is able to place a bet on Team A to win by 21 or more points. Bet will win only if Team A wins by 21+ points difference.

Section 6. Half-time/Full-Time

Predict the result of a game at halftime and at the end of regular time. In baseball, half time is defined as the first 5 innings of a game. The possible outcomes of this market are the following (Half Time result / Full Time result):

Home Team / Home Team

Home Team / Tie

Home Team / Away Team

Tie / Home Team

Tie / Tie

Tie / Away Team

Away Team / Away Team

Away Team / Tie

Away Team / Home Team

Example 1:

In a soccer event Team A vs Team B, the customer chooses Home / Tie. The customer's bet will win if home team leads in the first half and the game ends in a tie. Extra time and penalty shootouts do not count.

Section 7. Race to X

Predict which team will be the first to score X points in the game. Race market may also refer to Runs (Baseball), Corners (Soccer), Games (Tennis), Goals (Hockey), Points (Volleyball) etc.

Race to X can be offered for the entire game or any stated period. For instance in a volleyball game '1st set race to X points' or in a basketball game '1st quarter race to 15 points'. In 2-way market, selections are home and away team (or Player 1, Player 2). If a game ends before any team reaches the specific number of points, the market is considered cancelled, and stakes are refunded. In a 3-way market in addition to home and away there is the 'none' option, and if neither team reaches the total then the 'None/Neither' selection will be graded as the winner.

To Score Point X

Predict which team will score the X point of the game. For example, in a basketball game if Team A has scored 24 points and Team B has scored 25 points, there is a current total of 49 points. The market 'To Score Point 50' will be won by the team that scores the next point, the point which takes the game total to 50.

Section 8. Highest scoring half/quarter/period

Predict in which half/quarter/period most points/goals will be scored. If two or more quarters/periods or halves have the same highest score, the Dead-heat rule applies unless equal outcome is offered. Check individual sport rules to determine if overtime is included / excluded.

Section 9. Odd/Even

Predict if accumulated goals/points/runs will add up to an odd or even number. When there is a zero score (for example no goals scored on a soccer game), Even will be declared the winner for grading purposes. If a game is abandoned, bets will be cancelled, unless an outcome is already determined. The market will be graded according to the specific terms of each sport.

Example 1:

Baseball, Team A vs Team B. The customer places a bet on Odd. The customer's bet will win only if the total number of accumulated runs in the game add up to an odd number.

Example 2:

Basketball event, Team A vs Team B. The customer places a bet on Even number of points. The customer's bet will win only if total number of accumulated points in the game will add up to an even number.

Section 10. To Qualify / Win the Cup / Advance to Next Round / Win the Group or Division.

- 10.1 A bet on a team or player to qualify to the next round of the tournament. Winner is the team/player advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the game, and a bye is awarded, then all qualification bets will be cancelled.
- 10.2 If the referee abandons a game (e.g. due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be graded based on decisions of the relevant governing body.

Section 11. Division, League and Conference betting

- 11.1 In case of a change in the official competition rules, during the competition, bets will be cancelled (for example if the number of teams relegated changes).
- 11.2 For grading purposes, the Dead-Heat rule will apply in the event of two or more teams tying in the standings, unless there is a play-off to separate them. Bets will stand on any team which does not complete all its fixtures. If a team is removed from the league before the season has started, then all bets on that market will be cancelled. If a team is removed or excluded during the season, due to any external reasons (for example due to debt), then all bets concerning this team will be cancelled.

Section 12. Head-to-Head (H2H)

Predict which one of the teams/competitors in the Head-To-Head gets the best finishing result/position/points. Both participants in a H2H must start for bets to stand, and at least one of the participants has to finish with an official result. Otherwise, all bets will be cancelled, and full stakes will be refunded.

Section 13. Correct scores

Predict the score at the end of regulation time, unless stated otherwise.

Section 14. In Running Bet (Live bet)

When scores are displayed in running, every effort is made to ensure the accuracy of the score, game situation, and clock. However, no liability is accepted for incorrect information displayed.

Hard Rock Bet may display game schedules, scores, stats, results, and related details for various games, matches, or events. This may include, but is not limited to, real-time scores, stats, and timing shown during live streams, on digital scoreboards or in the stats hub. Please note that all such content is unofficial and intended solely for informational and entertainment use. Patrons should not rely on this data for any decision-making purposes and are responsible for verifying any details independently. Neither Hard Rock Bet nor its third-party providers guarantee or make any assurances regarding the accuracy or reliability of this information. Hard Rock Bet is not liable for any inaccuracies, errors, or omissions, nor for the usefulness or availability of the information provided through our platforms.

Section 15. Teasers

A teaser is a parlay bet where a patron can add extra points to his/her selection in a spread or totals market to increase the patron's chances of winning. If any of the patron's teased selections push, the Sportsbook ignores that selection for grading purposes and will be graded based on the selections which did not push, (e.g. a 4-team teaser where one team pushes becomes a 3 team teaser). This grading will be at reduced odds. If a teaser contains only one non-pushed selection, then the teaser is cancelled regardless of the outcome on that one selection. 3 selections are required for action where lines are teased by 10 points, all other teased lines require only two non-pushed selections for action.

Section 16. Same Game Parlay

A Same Game Parlay is a parlay bet where a patron makes multiple bet selections all occurring within the same event.

Section 17. Flex Parlay

A Flex Parlay can be placed when a patron chooses a minimum of four (4) selections, and up to a maximum of ten (10) selections with each selection having minimum odds of

–500. Once a set of selections qualify for a Flex Parlay, then the customer will be paid out in varying amounts depending on how many selections win within the wager. The more selections that win, the larger the payout will be for the customer. PUSH/VOID/CANCELLED selections:

If a selection of a Flex Parlay is pushed, voided, or cancelled, the system will automatically adjust the Flex Parlay. If you have 5 selections in your Flex Parlay, then the Flex Parlay will adjust to a 4 selection Flex Parlay, and the payout amounts will update to reflect this change. If your Flex Parlay wager ever ends with 3 or less non-voided, non-pushed selections, the entire Flex Parlay wager will be voided.

Part C. Sports Rules

Cancelled selections will result in straight wagers being refunded unless an outcome for a specific market has been determined. Parlays that involve a cancelled selection will stand as a parlay on the remaining selections, or as single in the case where one selection in a two-selection parlay is cancelled.

Exceptions to this are Teasers, the rules for which are explained in the Market Rules section.

Effects of scheduling changes depend on the nature of the change and the event/sport involved.

For markets where all participants/selections are not listed and there is not a “Field” option, all confirmed bets stand. Unless otherwise stated, patrons may request markets be updated to include additional selections by contacting Customer Support. While not guaranteed, requested selections may be reviewed and added at the discretion of the Navajo Nation Gaming Regulatory Office (“NNGRO”), provided the selections fall within regulatory guidelines.

See below specific sports rules that include specific rules on scheduling changes:

**All listed markets may not be available at the Sportsbook.*

Section 1. Football

General Rules

- All football markets are graded ‘including overtime’ unless otherwise stated.
- Markets which contain a ‘tie’ selection cannot be dead-heated or pushed.
- All markets on a postponed game may be cancelled if the event has been moved to more than 48 hours in the future. If a game is abandoned before the completion of regular time, then markets will be cancelled except for bets on any markets that have been unconditionally determined.
- If the teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.

- Bets on halves and quarters stand only if the period is completed unless the market result has been unconditionally determined.
- If a game venue is changed, bets based on the original listing may be cancelled.

Individual Player Props: Wagering is available on the performance of named players in a variety of categories (e.g., Passing Yards, Rushing Yards, Receptions, etc.) Players must be dressed and see field-time for bets to have action. There is no time limit as to how long a player must be on field. Push rules apply.

Touchdowns Scored: Contributions to Touchdowns Scored markets are only for players who receive and score when there is a passing play, or who carry the ball in to the endzone themselves.

Touchdown Scorer Markets: All bets on touchdown scorer props stand regardless of whether a “no touchdown” option was ever offered and available.

Player to score First/Last/Next/Anytime Touchdown: Every effort will be made to quote odds for all possible participants. However, players who score the relevant touchdown will count as winners regardless of if they were listed or not in the relevant market.

Player Match Ups: Individual players’ performances are matched for betting purposes in a player match up. Handicaps may be used and are applied to each player’s actual score to determine the result. Push rules apply.

Winner / Outright [Futures]: Bets will be graded according to the final league position including Playoffs.

Regular Season Wins: NFL Regular Season Wins markets do not include playoff or other postseason games. Win totals include only the games in the regular season schedule. NCAAF Regular Season Wins markets do not include playoff, conference championship, bowl games, or other postseason games. Win totals include only the games in the regular season schedule. For settlement purposes all regular season games need to be played for wagers to have action. Exception to the rule: Wagers that have already been decided at the time a change is made to the number of regular season games will still have action and will be settled as normal.

NFL - To Win Division: NFL tiebreak rules apply.

NFL - To Win Conference: The teams that play in the Super Bowl will be deemed the winners of their respective Conferences.

NCAAF - To win the National Championship: A wager on the team to win the College Football Playoff National Championship Trophy.

Betting In-Play (Live Betting): As the markets are in play, the Sportsbook reserves the right to close or suspend any market at any time. For betting in play purposes, the above rules apply unless stated otherwise.

Result of Drive (Exact and Grouped): All “result of drive” markets start on the first offensive snap of the ball. Any drives which are completed due to the end of the half or game, and do not explicitly result in one of the outcomes listed, will be cancelled. The outcomes are as follows:

- Offensive Touchdown
- Field Goal Attempt – Field Goal Attempt is deemed the winner if the kicker kicks the ball. Blocked, scored, missed, or returned field goals will all be settled as a field goal attempt. Botched/fake field goals are not considered a field goal attempt.
- Punt – Punt is deemed the winner if the punter kicks the ball. All punts returned for a touchdown will be settled as a Punt. Muffed/Blocked punts will be settled as a Punt, and a new drive will begin with the next snap of the ball.
- Turnover or Turnover on Downs or Safety - A turnover is classified as the defense gaining possession of the ball. The following will all be deemed as a turnover for settlement purposes:
 - Interception or Fumble Lost (note, if the defense recovers and then fumbles back to the offense during the same play, a new drive will begin and the previous drive will be settled as a Turnover)
 - Defensive touchdown (except when a blocked punt results in a touchdown)
 - Turnover on downs

Drive Crosses X Yard Line Markets: In the event of time expiring, the final spot of the ball, which could either be the forward progress of the ball during a play while time expires, or the line of scrimmage of a play that is not ran due to time expiring, will be considered the final yard line. If the ball is fumbled, settlement is determined on the yard line of fumble.

Next Play First Down/Next Play Touchdown/Next Play Attempt Type/Next Play Attempt Type + First Down Script: Any play which does not occur due to the end of the half or game will be cancelled. A sack will be settled as a pass attempt in NFL matches. Touchdown scored will be settled as First Down “Yes”. All bets are cancelled in the instance of an accepted, post-snap, penalty that negates the specified play bet on.

Drive Field Goal Make: The offense must attempt a field goal on the current drive for this market to settle. A made field goal will settle as Yes. A missed or blocked field goal will settle as no. The market is cancelled if a field goal is not attempted (ex: time expires, botched snap, fake field goal attempt, etc.)

New Set of Downs This Drive: A new first down achieved by pass, rush or penalty will settle the market as Yes. An offensive touchdown will settle the market as Yes.

Player to Score a Touchdown This Drive: The market will settle as the player who is credited with the touchdown according to official statistics. For example, on a receiving touchdown, the winning selection will be the player who caught the pass.

Situational Field Goal Attempt / Situational Punt Fair Catch: The market must occur on the specific play it’s listed for in order for there to be action. The market will be cancelled if

a field goal or punt is not attempted on the specific play number. The market will be cancelled in the event of a fake field goal, fake punt, botched snap, etc.

NFL Draft Props:

- Unless otherwise stated, NFL Draft bets stand whether a player has or has not declared for the upcoming draft.
- All bets are settled according to the results published by the draft's official governing body (NFL).
- Bets placed on a team to draft X player will be settled by which team drafts that player, regardless of whether that player is subsequently traded before playing a snap.
- For settlement purposes, draft markets involving NCAA F Conferences are based on conference alignment from the previous NCAA F season. Schools that are not aligned with a college football conference are considered independent, regardless of a conference affiliation for another sport.
- Kickers, Punters and Long Snappers are classified as neither offensive nor defensive players.

Section 2. Baseball

General Rules

- In the case of a postponed game, all markets are considered cancelled unless the game starts on the originally scheduled day.
- In the case of a suspended game (game already in progress), all undecided markets are considered cancelled unless the game continues within 48 hours of the official start time. Extra innings are included unless otherwise stated.
- If an event venue is changed, the Sportsbook reserves the right to cancel all wagers on the event.
- If an event is nominated as a 7-inning game and later changes to 9 innings or vice versa, the Sportsbook again reserves the right to cancel bets.
- Bets on “half” (5 innings) and innings stand only if period is completed unless market result has already been unconditionally determined. For example, bets on 3rd inning winner will be graded only when 3rd inning has been completed.
- For 7 inning games the game must go at least 7 full innings (or 6½ innings if the home team is ahead) for bets on Over / Under or Run line to have action unless specified otherwise.
- Action betting: Team against team regardless of the starting pitcher.
- Double header games: Game 1 will be deemed to be the game with the earlier scheduled start time in our system
- In the event of games being played “in a bubble” the nominated home team per the original schedule will be determined as such, should the batting order change other than the usual home team batting 2nd, bets will be cancelled.

Money line: The winner market will be graded if the game goes at least 5 innings (4.5 if home team is leading) and is considered official.

Run line (Handicap Market): The game must go the full number of scheduled innings otherwise the market will be cancelled.

Totals: The game must go the full number of scheduled innings otherwise the market will be cancelled unless the market outcome has already been unconditionally determined.

Run Line: Win / loss is determined by the number of runs accumulated by both teams and then comparing with the run line given before the game start:

- Run line -1.5: Customer's bet wins if their team wins the game with a winning run difference of two or more.
- Run line +1.5: Customer's bet wins if their team wins the game or loses within exactly a one run difference.

First 3/5/7 Innings Result: Bets will be graded on the result after the first 3/5/7 innings of a game have been completed.

First 3/5/7 Innings Run Line: Bets will be graded on the result after the first 3/5/7 innings of a game have been completed.

First 3/5/7 Innings Totals: Bets will be graded based on the score after 3/5/7 full innings unless the result is already determined.

Winning Margin: Predict the team to win the game and the margin of victory. Extra Innings are included (if played), unless otherwise specified.

Odd/Even Total Runs: This is based on the result of both teams' score inclusive of extra innings (if played). Home and Away scores are added together and the result of the total being odd or even is used for grading purposes.

Innings Total Runs: The total number of runs scored by both teams in the respective inning determines the result for grading purposes.

Total Team Runs: Win / loss is determined by the total number of runs accumulated by a named team. The game must go at least 9 full innings (or 8.5 innings if the home team is ahead or 6.5 innings rule for 7 innings games) for bets to have action.

Grand Salami: The total number of runs in all the respective day's games. In the event of a game not being played or not being deemed a result, then all bets will be cancelled for this market. Extra Innings apply in all games for this market.

Series Betting: All games scheduled between both teams must take place. In the event of a postponed or rained out game, all bets will be cancelled. Extra Innings apply in all circumstances.

Exhibition/Pre-Season Baseball: If a game is ‘called’ or suspended, the winner is determined by the score after the last full inning (unless the home team score to tie or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is suspended). Stakes will be refunded if the home team ties the game, and it is then suspended.

Futures/Tournament Props

MLB – To Win Division: MLB tiebreak rules apply.

MLB – To Win League: The teams that play in the World Series will be deemed the winners of their respective League pennants.

MLB – Series Betting: Bets will be cancelled if the statutory minimum number of games (as defined by MLB) are not completed or are changed.

Regular Season Wins / Match-Ups: Team(s) listed on wager may have no more than one incomplete game of scheduled regular season games (using schedule from Opening Day) for bets to have action. For example, a 60-game season – Minimum 59 games need to be played. 162 game regular season, 161 games must be played. Play-in games do not count towards the regular season win total. Wagers that have already been decided at the time a change is made to the number of regular season games will still have action and will be settled as normal.

MLB Regular Season Wins markets do not include playoff or other postseason games. Win totals include only games in the regular season schedule (using schedule from Opening Day).

Regular Season Specials / Stats: All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count. All bets stand regardless of team relocation or team name change. The official site of the governing organization will be used for grading purposes and any subsequent amendments to the results will not affect bets.

Betting In-Play (Live Betting): All bets are inclusive of extra innings (if played) unless otherwise stated. All Markets are subject to their respective pregame rules for purposes of live betting.

Individual Player Props: Wagering is available on the performance of named players in a variety of categories (e.g., Total Strikeouts, Total Bases, To Record a Hit etc). Players must be listed in the starting line up for a bet to have action. Bets placed on players who are not listed in the starting lineup but later participate in the game will be cancelled.

Next Plate Appearance Markets

General Rules

- The official ruling made by Major League Baseball on what constitutes a plate appearance for a given player will be used for settlement purposes when determining whether the plate appearance was recorded.

- Live Plate Appearance/Pitch Result/Pitch Count markets will be cancelled in the instance of an intentional walk.
- Batter vs. pitcher matchups, batter plate appearance number, and the listed inning must be correct in order for a market to settle. Markets with an incorrect batter vs. pitcher matchup, batter plate appearance number, or listed inning will cancel the market.

Plate Appearance Result Exact

- “Reach on Error” includes: on error, failed fielders choice, and catcher interference.
- Plate Appearance Result Exact will be cancelled on an intentional walk.

Plate Appearance Result Grouped

- All bets on the specific market will be cancelled in the following scenarios: error, failed fielders choice, catcher interference, and dropped third strike (where the batter beats the throw to 1st base).
- Plate Appearance Result Grouped will be cancelled on an intentional walk.

Plate Appearance Result On Base

- “Yes” will be settled as the winner if the result of the player’s plate appearance ends with that player being safely on any base or reaching home plate (including reaching base in scenarios such as an error or fielder’s choice, but excluding reaching via an intentional walk) and the half inning is not over.
- “No” will be settled as the winner if the specified player does not hit a home run or the result of the player’s plate appearance ends with that player not being on base (including scenarios such as the player recording a hit but being thrown out trying to stretch a hit into extra bases).
- Plate Appearance Result Reach Base will be cancelled on an intentional walk.

Pitch Result

- Hit by pitch and pitch out are included in the settlement for “Ball”.
- “In Play” includes any type of hit (single, double, etc.) in addition to any batted ball which results in an out(s) being recorded.
 - Reaching on error and failed fielders choice will settle as In Play.
- Pitch clock and infield shift violations will not settle any pitch markets.
- Pitch result markets will be cancelled for the current batter on an automatic walk.

Pitch Speed Over Under

- If an official pitch speed is not available for a pitch at the conclusion of the game, all bets are cancelled. Official pitch speeds come from MLB.com. Pitch speed listed on a television broadcast are not considered official.
- Pitch clock and infield shift violations will not settle any pitch speed markets.
- Pitch speed will be cancelled for the current batter on an automatic walk.

3-Batter On Base

- Predict the result of the plate appearance for each of the first three batters up in a half inning. The bet is whether each batter will reach base or not (e.g. "no|yes|no" means that the first and third batter of that half inning will not reach base, and the second batter will reach base).
- For each of the three batters, "Yes" will be settled as the winner if the result of the player's plate appearance ends with that player being safely on any base or reaching home plate (including reaching base in scenarios such as an error or fielder's choice, but excluding reaching via an intentional walk) and the half inning is not over.
- Pinch hitters or pitching changes will not cancel the market.
- All bets will be cancelled if any of the first three batters are intentionally walked.

Half Inning 0.5 Strikeout Over Under: A strikeout with a dropped third strike where the batter reaches safely will grade the market as Yes.

Half Inning 2.5 Strikeout Over Under: Predict if there will be over or under 2.5 strikeouts during the half inning. The strikeouts do not need to be consecutive. For example, a dropped third strike where the batter reaches safely, followed by a fly out, followed by two strikeouts, would grade the market as Yes.

Half Inning Home Run: Inside-the-park home runs will grade the market as Yes.

Half Inning Batters to the Plate

- Predict how many batters will step into the box. An official plate appearance does not need to be recorded.
- For example, the first two batters of the inning record outs. The third batter reaches safely. On a 2-0 count to the fourth batter, the runner is caught stealing. The market results as 4 batters to the plate.

Half Inning Hits Exact / Hits Over Under: A base hit where the batter is thrown or tagged out stretching counts as a hit.

Half Inning Strikeout Exact: A dropped third strike where the batter reaches counts toward the total number of strikeouts.

Section 3. Basketball

General Rules

- Markets include overtime unless otherwise stated. Quarters and 1st Half markets do not include overtime unless otherwise stated.
- If a game is interrupted or postponed and is not continued within 48 hours of the initial start date, then betting will be cancelled.

Overtime: Predict whether the game will go into overtime or not. If the game is abandoned bets will be cancelled unless overtime has already started. If overtime is played, while the regulation time result was not tied, all bets will be cancelled.

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

Where wagering is offered on a player to record a Double/Double: the player must record 10 or more in two of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, and Steals.

Where wagering is offered on a player to record a Triple/Double: the player must record 10 or more in three of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, and Steals.

Player Match Ups: Individual players' performances are matched for betting purposes in a player match up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

1st Player to Score: Bets taken on 1st player to score will be cancelled if that player does not start the game or if he comes on after the first point is scored. Bets stand regardless of whether the first score was credited to a player listed in the market.

Futures/Tournament Props:

- **Regular Season Wins / Match-Ups:** Team(s) listed on wager may have no more than one incomplete game of scheduled regular season games (using schedule from Opening Day) for bets to have action. For example, a 60-game season – Minimum 59 games need to be played. 82 game regular season, 81 games must be played. Play-in games do not count towards the regular season win total. Wagers that have already been decided at the time a change is made to the number of regular season games will still have action and will be settled as normal.
 - NBA - To Win Division: Tie-break rules apply.
 - NBA - To Win Conference: The team that progresses to the NBA Championship will be deemed the winner of their respective Conference.
 - NBA - Series Betting: Bets will be cancelled if the statutory minimum number of games (as defined by the NBA) are not completed or are changed.
- **Player/Team Futures:** Wagers on player or team performances over the course of a season, including wagers involving postseason performances, will stand in the event of any player trades, team movements, team name changes, league season length changes, or league playoff format changes occurring at any point during the season

Where a Point Spread (handicap) or Total Points “Tie” price is offered the push rule does not apply.

Live Betting: All Markets are subject to their respective pre-game rules for purposes of live betting.

NBA Markets

Possession Result (Exact / Grouped)

- An offensive rebound continues a possession. If a player misses a field goal, the team grabs an offensive rebound and scores a two pointer, the result of the possession is a Score/Two Pointer.
 - An offensive rebound following a free throw sequence constitutes a new possession.
- A jump ball in which the defensive team comes up with the possession will settle as a turnover.
- Blocked shots that get rebounded by the defensive team will settle as a Defensive Rebound.
- Non-shooting fouls (technical, clear path, defensive 3 in the key) that lead to free throws will settle as free throws if they occur during the course of play. Non-shooting fouls that lead to free throws during breaks in play (timeouts, between quarters, etc.) will not settle the market.
- Offensive basket interference will settle as Turnover unless the player is attributed a field goal attempt in the official play-by-play.

Team or Player Attempt/Type/Exact

- Bets are cancelled if a field goal is not attempted or made after the displayed score.
- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market unless the player is credited with a FG attempt in the official play-by-play.
- Any unsettled player markets are cancelled when the player fouls out, gets ejected, or is ruled out due to injury.
- In the case of a score not occurring in the game, all markets with the incorrect score will be cancelled and bets cancelled. For example, if a 2-point field goal is changed to a 3-point field goal.

Race to X: Bets are cancelled if neither team reaches the target score.

Free Throw: If a free throw is re-shot due to a violation, the market will settle as the outcome of the redo.

College Basketball Markets

Possession Result (Exact / Grouped)

- An offensive rebound continues a possession. If a player misses a field goal, the team grabs an offensive rebound and scores a two pointer, the result of the possession is a Score/Two Pointer.
 - An offensive rebound following a free throw sequence constitutes a new possession.
- A jump ball in which the defensive team comes up with the possession will settle as a turnover.
- Blocked shots that get rebounded by the defensive team will settle as a Defensive Rebound.
- Non-shooting fouls (technical, clear path, defensive 3 in the key) that lead to free throws will settle as free throws if they occur during the course of play.
- Non-shooting fouls that lead to free throws during breaks in play (timeouts, between quarters, etc.) will not settle the market.
- Offensive basket interference will settle as Turnover unless the player is attributed a field goal attempt in the official play-by-play.

Next FG Team/Type/Exact

- Bets are cancelled if a field goal is not made after the displayed score.
- In the case of a score not occurring in the game, all markets with the incorrect score will be cancelled and bets cancelled. For example, if a 2-point field goal is changed to a 3-point field goal.

Team Attempt/Type/Exact

- Bets are cancelled if a field goal is not attempted or made after the displayed score.
- Offensive basket interference is credited as a turnover and will not settle the shooting team's market unless the team is attributed a field goal attempt in the official play-by-play.
- In the case of a score not occurring in the game, all markets with the incorrect score will be cancelled and bets cancelled. For example, if a 2-point field goal is changed to a 3-point field goal.

Section 4. Boxing

General Rules

- When the bell is sounded for the beginning of first round, the fight is considered to have officially started.
- Any confirmed fight must be completed by 23:59 local time of the following day for bets to stand. Any changes in venue, location will not be deemed valid grounds for voiding of the offers. If either fighter listed in the event doesn't take part in the match, all bets will be cancelled, and full stakes will be refunded.
- All offers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight. No amendments made to the official result after being first announced, will be taken into consideration, except for

those which the official organization effects to rectify clear cases of human errors by the ring announcer.

- Offers on fights declared as a "No Contest" or "Technical draw" (prior to the completion of 4 full rounds) will be settled as void, except for offers on outcomes that were already determined before the decision and could not be affected by future events. These will be settled according to the decided outcome.
- In case the match is interrupted for any reason in between rounds, (e.g. retirement before the start of a round, disqualification, failure to answer the bell), the fight will be deemed to have finished, at the end of the previous round. For all the "To go the Distance" offers, to be settled as yes, the official scheduled number of rounds, must be fully completed. In the event of a technical decision, before the end of the scheduled number of rounds, all bets will be settled as a win by decision.
- Betting on rounds or groups of rounds refers to a fighter to win by KO. If for any reason, a points decision is awarded before the full number of scheduled rounds is completed (Technical Decision), offers such as "Alternate Round Betting", "Group of rounds" and "Over/under" will be declared void, unless the outcome is already determined.
- Settlement on boxer statistic-based offering will be settled based on the results declared by the referee.

Fight Winner / Fight result: If the outcomes of the market include only the two fighters and the fight ends in a draw, bets on either fighter will be refunded. If the draw is offered as a third option and the contest ends in a draw, bets on the draw will be paid as winner, while bets on both fighters will be lost.

Total Rounds Over/Under (total): It refers to the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round; for up to 1 minute and 29 seconds of a round, the result is determined as 'under'. From 1 minute and 30 seconds and after the result is determined as 'over'. For a 5-minute round, the half round point is 2 minutes and 30 seconds. For a 2-minute round, the half round point is 60 seconds. If for any reason, the number of rounds in a fight is changed between the time of bet acceptance and the actual fight, offers which make specific reference to rounds, such as "Round betting", "Group of Rounds", "Over/Under", "Winning Method" and "To go the distance" will be declared void.

Fight to Go the Distance: A fighter goes the distance when he/she fights through all the scheduled rounds.

Winning Method:

- Draw or Technical Draw. Draw is a scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification. For settlement purposes, for fights in which the outcome is declared as either a "Majority draw" or a "Split draw" are to be considered as a drawn/tied outcome and offers will be settled accordingly.

- KO or TKO. Knockout (KO) is when the boxer fails to stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown boxing rule or if the referee steps in; TKO is declared when the referee decides, during a round, that a fighter cannot safely continue the contest for any reason.
- Decision and Technical Decision. Decision is on scorecard points between the judges. Technical Decision is graded by the judges' scorecards at any time other than at the end of the scheduled rounds.
- Disqualification (DQ). When a bout is stopped after a fighter repeatedly fouls or breaks the rules. The fighter who breaks the rules loses by DQ.

Section 5. MMA

General Rules

- When the bell is sounded for the beginning of first round, the fight is considered to have officially started.
- For confirmed fights, if the venue changes the bets remain valid. However, should the organizing body officially announce a postponement, rescheduling, movement of the fight to a different card, or any change in the listed fighters, all bets will be voided. This rule holds true regardless of whether the fight ultimately occurs as initially planned. Removal of title stipulations (example: a match initially announced as a non-title match gets changed into a title match) or changes in weight classes as well as either/both of the fighters fail to make the pre-established weight, will not result in the voiding of the offers as much as the fight takes place on the card it was announced for.
- All offers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight. No amendments made to the official result after being first announced, will be taken into consideration, except for those which the official organization effects to rectify clear cases of human errors by the ring announcer.
- For settlement purposes, in case the fight is interrupted for any reason in between rounds, e.g. retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round. A fight will only be considered as having gone "the distance" only if a points/judges' decision is awarded after the full duration of all scheduled rounds has been completed. If a judges or referees' decision is awarded, before the full number of scheduled rounds are completed (Technical Decision or No Contest) offers such as "Alternate Round Betting", "Group of rounds" and "Over/under" will be declared void, unless the outcome is already determined.
- Offers on fights declared as a "No Contest" or where neither fighter is declared as the only winner of the fight, will be settled as void, except in cases where such outcome was offered for betting purposes or for those offers the outcome of which has been decided prior to the decision and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
- Settlement of fighter statistics-based offerings will be settled based on the results issued by the governing body or its recognized official partner for such statistics. Settlement will be based according to the definition with which the official governing body issues said statistics.

In cases where both fighters are declared as having accomplished the same result and said outcome not having been available as a possible outcome for betting purposes, bets will be voided.

- Markets which confront or tally different fights from the same card such as “Total KO/TKOs on the card” or “Total matches to end by decision on the card” will indicate the number of fights required to take place on a card, or list specifically the section of the card the bet relates to. Bets will remain valid should any applicable fight be cancelled yet the number of fights on the card or the applicable specific section of it remain the same (example: re-booking, replacement fighter or undercard/preliminary matches being pushed to the main card). Should for whatever reason the listed number of fights not take place during the card or the specific section of it for which the bet refers to, bets will be settled as void.

Total Rounds Over/Under (total): Bets referring to round/fight duration represents the actual time passed in the round/fight, as applicable, depending on the scheduled round/fight duration. For example, a bet on Over 4.5 Total Rounds will be settled as Over once two minutes and 30 seconds in the 5th Round has passed. If for any reason, the number of rounds in a fight is changed between the time of bet acceptance and the actual fight, offers which make specific reference to rounds, such as "Round betting", "Group of Rounds", "Over/Under", "Winning Method" and “To go the distance” will be declared void.

Method of Victory:

Draw or Technical Draw. Draw is a scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification. For settlement purposes, fights in which the outcome is declared as either a “Majority draw” or a “Split draw” are to be considered as a drawn/tied outcome and offers will be settled accordingly.

KO or TKO. Knockout (KO) is when the boxer fails to stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown boxing rule or if the referee steps in; TKO is declared when the referee decides, during a round, that a fighter cannot safely continue the contest for any reason. If for any reason, a points decision is awarded before the full number of scheduled rounds is completed (Technical Decision), offers such as “Alternate Round Betting”, “Group of rounds” and “Over/under” will be declared void, unless the outcome is already determined.

Submission is any referee stoppage resulting from a tap-out or technical submission, as well as any instance of a fighter's verbal submission, encompassing verbal submissions made due to strikes.

Decision or Technical Decision. Decision is on scorecard points between the judges. Technical Decision is graded by the judges’ scorecards at any time other than at the end of the scheduled rounds.

Disqualification (DQ). When a bout is stopped after a fighter repeatedly fouls or breaks the rules. The fighter who breaks the rules loses by DQ.

Section 6. Ice Hockey

General Rules

- All markets on a postponed game will be cancelled if the event has been moved to more than 48 hours in the future. If a game is abandoned before the completion of regular time, then markets will be cancelled except for bets on any markets that have been unconditionally determined.
- In the event of a game being decided by a penalty shootout then one goal will be added to the winning team's total for grading purposes on all markets.
- Betting markets odds refer to a scheduled 3 x 20 minute periods plus overtime/shootouts, unless otherwise stated. If this scheduled format is not played, then bets will be cancelled.
- The Sportsbook reserves the right to suspend any or all betting on a game at any time without notice.
- Pregame and live bets include overtime and penalty shootouts unless specifically stated otherwise.
- Excluding Overtime markets: Every effort will be made to specify including or excluding overtime, to each one of the bet types available, either for pre-live or live betting, clarifying how the grading will affect the selections.
- Penalty Shootouts are considered part of overtime period. If a game is decided by Penalty Shootout, the winning team will be credited with an extra goal, although the individual goals in the shootout do not count to the total.
- Goals in overtime or the shootout do not count toward bets on the 3rd period.
- If a game venue is changed, the Sportsbook reserves the right to cancel all bets.

Prop Markets: Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action.

Goals scored in a shootout will be considered as a single goal for the winning team. Player Proposition bets such as "player to score" or "player total points" will not consider shootout goals as individual player goals. Goals attributed to a player must be scored during regulation or an overtime period and not in penalty shootout rounds.

Player(s) Props: The respective player(s) must play for bets to have action. Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action.

First Goalscorer: Market is settled based on which player scores the first goal in the game. If a game is scoreless in regulation and no goals are scored in the overtime period as well then all selections will be graded as losses. Shootout goals do not count.

Anytime Goal Scorer: This market refers to a wager on any named player to score at least one goal at any point during regulation or overtime. Goals scored in penalty shootouts do not count unless explicitly stated otherwise. If your selection enters the field of play at any stage of the game then the bet stands.

Next Goal Strength: Betting on the strength of the team when the next goal is scored. Options include even strength, power play and shorthanded.

Next Goal Exact: Betting on the team that scores the next goal and the strength of that team at the time of the goal. Options include Home Even Strength, Home Power Play, Home Shorthanded, Away Even Strength, Away Power Play, Away Shorthanded.

Team Next Goal Strength: Betting on the strength of the specified team when their next goal is scored. Options include Even Strength, Power Play and Shorthanded.

Next Power Play Result: Bet on the Result of the next Power Play in the game. Options include Goal and No Goal.

Team Next Power Play Result: Bet on the result of the team's next power play in the game. Options include goal and no goal.

Next Shot on Goal Team: Bet on which team will have the next shot on goal. Options include Home or Away team.

Next Faceoff Winning Team: Bet on which team will win the next faceoff. Options include Home or Away team.

Futures / Tournament Props:

NHL - Regular Season Wins / Match Ups: Team(s) listed on wager may have no more than one incomplete game of scheduled regular season games (using schedule from Opening Day) for bets to have action. For example, a 60-game season – Minimum 59 games need to be played. 82 game regular season, 81 games must be played. Play-in games do not count towards the regular season win total. Wagers that have already been decided at the time a change is made to the number of regular season games will still have action and will be settled as normal.

NHL - To Win Division: Division winner is based on the regular season; this will be the team with the best Division record (number 1 seed) prior to the Stanley Cup playoffs. NHL Tiebreak rules apply.

NHL – To win Division Playoff: Playoff winner is based on the playoffs; this will be the team that represents their Division in the Conference Finals.

NHL - To Win Conference: The teams that progress to contest the Stanley Cup will be deemed the winners of their respective Conferences.

NHL - Series Betting: Bets are cancelled if the statutory minimum number of games (as defined by the NHL) are not completed or are changed.

Betting In-Play (Live Betting): All Markets are subject to their respective pregame rules for purposes of in running. All games must start on the scheduled date for bets to have action.

Section 7. Soccer

General Rules

- All markets are based on the result at the end of regular time. Bets are decided on games with two halves scheduled for 45 minutes each and include any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal unless otherwise stated.
- Some Soccer games may have different play format. In that case the following will apply:
- 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are cancelled.
- 80 minutes scheduled play (2 x 40 minutes). All bets are considered valid.
- If the playing schedule is different from the above stated, all bets are cancelled.
- If a game finishes, gets suspended or is abandoned, before the completion of a scheduled 90 minutes play, unless otherwise is stated, bets will be cancelled except for:
 - Bets of which the outcome has already been determined at the time of abandonment. Nevertheless, the market must be fully determined for bets to stand e.g. first player to score, first team to score, over 0.5 goals or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.
 - Bets on whether a team advances in a cup competition, next round or raises the cup.
- Bets on the first or second half include 45 minutes of play plus stoppage time added by the referee at the end of each half. Extra time period, golden goals, and penalty shootouts are not included in second half wagering. Goals scored in the first half do not count toward the second half wager.
- All markets on a postponed game will be cancelled if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.

Change of game venue: If venue changes, the Sportsbook reserves the right to cancel bets.

Neutral venue: Whether indicated on our system or not, bets will stand regardless of which team is listed as the home team.

Grading and cancellation rules:

The Sportsbook reserves the right to cancel betting for good cause. Examples include but are not limited to:

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties.
- If the market was opened with a missing or incorrect red card.

- If odds were offered with an incorrect start time.
- If a wrong score is entered, all markets will be cancelled from the time when the incorrect score was displayed affecting the odds.
- If a game is interrupted or postponed and is not continued within 48h after initial kick-off date betting.
- If the team names or category are displayed incorrectly.
- In case of any score or card/corner/penalty related changes on any video assistant referee (VAR) situation.
- Goal markets are graded based on the time the ball crosses the line.

Use of VAR

On any video assistant referee (VAR) situation, Offsides and penalty markets will be graded based on the time where the referee gives the decision. The event which led to the referral (VAR) will be deemed to have occurred at the actual time of its occurrence; For example, if a bet has been placed for a goal to be scored within the first 10 minutes of a game. A goal is scored at 9:40 and the assistant referee makes an offside call. VAR is used and the goal is deemed normal. The goal time will count at 9:40 and the bet will be a winner. Bets being placed between the occurrence of an incident which leads to a VAR review and the related will be cancelled.

VAR decision will be graded as cancelled unless:

- The VAR review and subsequent decision taken did not alter the decision made by the on-field referees.
- The VAR review and subsequent decision taken altered the decision made by the referees but did not have any influence on the bet(s) in question.

If a bet is graded and, due to a subsequent VAR decision, it is proved that such grading was not correct, The Sportsbook reserves the right to reverse such grading.

Player propositions:

- Any selection that does not take part in the game will be cancelled.
- Anytime Goal Scorer: This market refers to a wager on any named player to score at least one goal at any point during regular time, including any added injury or stoppage time. Goals scored in extra time, penalty shootouts, or own goals do not count unless explicitly stated otherwise. If your selection enters the field of play at any stage of the game then the bet stands.
- In the event a match finishes 0-0, goal scorer bets stand regardless of whether a “no goal scorer” market was ever offered and available.
- Own goals do not count in the grading of bets. If the own goal is the only goal of the game, ‘no goal scorer’ will be graded as the winner.
- Subsequent enquiries by official bodies will not be taken into consideration for grading purposes.

- Every effort will be made to quote First/Last/Anytime/Next Player to Score odds for all possible participants. However, players who score the first or last goal will count as winners regardless of if they were listed or not for the relevant market.
- First goal scorer: Bets on players substituted in after the first goal is scored will be cancelled.
- Assist Markets: Only primary assists are considered for settlement purposes.
- Last Goal Scorer: If your selection enters the field of play at any stage then bets will stand.
- If the selected participant does not start the match, wagers will be cancelled except the following markets:
 - Player Assists
 - Player Shots
 - Player Shots on Target
 - Player Passes
 - Player Tackles

Corner Kick Markets.

- Corner Kicks which happen in period of extra time are not included unless otherwise stated.
- If a corner is awarded and not taken it will not be counted.
- Corner interval markets are graded based on the time the corner kick is taken and not the time the corner is conceded or awarded.

Interval Markets.

For all intervals related to up to 45 minutes or up to 90 minutes, events (goals, corners) in added injury or stoppage time will be accounted for.

Next scoring type

Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taken is awarded the goal.

Penalty Markets: If a penalty rebounds from either the woodwork (post or crossbar) or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. If a penalty is scored, but ordered to be retaken, then the original penalty will not count.

Penalty: Goal must be scored directly from the penalty. Goals after the rebound of a missed penalty do not count.

Own goal: if a goal is declared as an own goal

Header: The scorer's last touch has to be with the head.

Shot: Goal has to be with any other part of the body than the head and the other scoring types do not apply.

Head-to-Head markets:

- Winner will be decided on who advances further in tournament.
- If both teams of a Head-to-Head market reach the final, the winner of the final will be the winner.
- If both teams disqualify (same round or same group stage), bets on head-to-head market will be cancelled and stakes will get refunded (no action).

Clean sheet for home/away team. (Will home/away team play to nil yes/no)

Clean sheet means that a team will finish the game without conceding a goal. Own goals count for grading purposes. If a game is abandoned, all bets will be cancelled, unless grading is already unconditionally determined.

Both Teams to Score

Predict whether both teams will score at least one goal in the game. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be cancelled, unless the outcome of these bets is already determined.

“Yes” – both teams will score.

“No” – meaning that either team or both teams will not score.

Woodwork:

- Ball to hit the woodwork is settled using Opta data.
- If the ball hits the woodwork and results in a goal, it will not be counted.

Section 8. Tennis

General Rules

- If there is a change to the schedule or the day of the event, then the event’s start-time will be updated, and the markets will be left open.
- In case of any delay in the start of an event or a suspension (rain, darkness etc.) all markets remain ungraded, and all bets will be graded after the event is resumed and completed.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In case of retirement, defaulting or disqualification of any player during a contest,
 - Money Line Wagers: If the first set has been completed, the player advancing to the next round will be graded as win. The player not advancing will be graded as loss.
 - If the first set has not been completed, all Money Line bets will be cancelled.
 - All other markets (non-money line markets):
 - Bets on markets with undetermined results will be cancelled.
 - Bets on markets where the result was confirmed at the time of retirement, defaulting or disqualification will stand.
- Every tie break or match tie break counts as 1 game.
- If a match tie break is played as a deciding set in best of 3 format, it will be considered as the 3rd set.

- If the player/teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, The Sportsbook reserves the right to cancel betting.
- Futures Betting: If a player withdraws in advance of a tournament, any bets placed within seven days of the tournament's scheduled start date will be cancelled. Bets placed prior to seven days ahead of the tournament scheduled start date will be graded as lost. If a player retires during a tournament, bets on that player will be graded as lost. Change of Venue or Playing Surface. All bets stand regardless of any change of venue, change of court surface, changing from indoors to outdoors and vice versa.

Point Winner

Select which player will win the stated point. If a point is not played for any reason (it is awarded by the umpire as a penalty point, the game or the match is over before the point is played, a player withdraws, etc.) bets on it will be cancelled. Tie break points will not be counted for this bet type.

Game Correct Score

Predict the points of the winner and his opponent in the stated game by choosing from the given options:

Player A to 40
 Player A to 30
 Player A to 15
 Player A to 0
 Player B to 40
 Player B to 30
 Player B to 15
 Player B to 0

If a game is not completed for any reason, bets on Game Correct Score for that game will be cancelled.

Game to Deuce

Predict if a score of 40-40 will occur at any stage of the stated game. Selection of "Yes" means there will be a score of 40-40 in the game and "No" means that a score of 40-40 will not occur in the game. If a game is not played for any reason or it is abandoned before a score of 40-40 is reached, bets on it will be cancelled. Once a score of 40-40 is reached, bets on that game will be graded, even if the game is abandoned at a later stage.

Double Result

Predict a player to win or lose the 1st set and then go on to win or lose the match. Bets will be cancelled if the full statutory number of sets is not completed.

Tie break

- Tie break points will not be counted for total game points markets.
- Total Tie Break is like Over/Under Wager. Win/loss is determined by the number of tie breaks in the match.
- A super tie break is not considered as a tie break.
- A super tie break is considered as one game for all Games bets.
- If there was a Tie Break in an unfinished event, bets will be valid. If there's no Tie Break in an unfinished event, bets will be cancelled.

Section 9. Golf

General Rules

- In the event of a play-off the Sportsbook will grade the play-off winner as the tournament winner.
- In tournaments affected by bad weather or other similar reasons, bets will be resulted on the official result regardless of the number of rounds played.
- If a golf round is abandoned, all undecided markets such as 'round winner', 2 balls or 3 balls will be cancelled.

2 ball markets:

If both players retire at the same hole, the market will be cancelled. A player can be considered as a runner if he/she tees off on his/her first scheduled hole.

Market will push if both competitors achieve the same score for the affected round, unless a tie price has been offered, in which case 'tie' will be graded as winner.

3 ball markets:

If all 3 players retire at the same hole, the market will be cancelled. A player can be considered as a runner if he/she tees off on his/her first scheduled hole.

Dead Heat rules apply where 2 or 3 players tie for market winner.

"Hole" & "Hole a to b" markets:

If a player who is listed in the group retires, all related and undecided "hole" and "hole a to b" markets will be cancelled.

"Tee Shot Fairway" and "Tee Shot Green"

These markets are graded based on whether (yes/no) the golfers shot will land on the green or on the fairway. The grading of whether the tee shot landed on the fairway or on the green will be based on the specific governing body shot ruling on the golfing tour's official website.

Top 5/10/20 Finish

Dead Heat rules apply. Bets stand once the player has teed off the first hole.

Winning Margin – This market is graded on the gap between the winner of the tournament and the next best placed player. Where play-off is an option in the market then the Sportsbook will settle this as the winner in the event of a play-off. The margin of victory within the play-off is not relevant here.

Futures Betting: If a player withdraws in advance of a tournament, any bets placed within seven days of the tournament's scheduled start date will be cancelled. Bets placed prior to seven days ahead of the tournament scheduled start date will be graded as lost. If a player retires during a tournament, bets on that player will be graded as lost.

Section 10. Table Tennis

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- In case of retirement or walkover of any player, all undecided bets will be cancelled. Bets on unconditionally determined markets stand and are graded accordingly.
- When a match concludes before certain points/games were finished, all affected point/game related markets will be cancelled.
- If the player/teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Section 11. Volleyball/Beach Volleyball

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- In case of retirement or walk over of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- When a match concludes before certain points/games were finished, all affected point/game related markets will be cancelled.
- If the players/teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.

- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Section 12. Motor Sports

This section is valid for all sports related to Motor Racing, such as: Formula One, IndyCar, and NASCAR.

General Rules

- With the exception of NASCAR, bets are settled according to the publication of live timing and classification as shown on TV at the time of podium presentations, or at the end of the session/race/event (as applicable). Should the information required for the settling of the offer be missing/not shown and/or incomplete, the first official information on the official site will be deemed binding, regardless of subsequent promotions, demotions, appeals and/or penalties inflicted after the termination of the session/race which the bet refers to. For bets on NASCAR, all markets will be settled based on the unofficial results first released by NASCAR. Any subsequent penalties, disqualifications or appeals after and including the official post-race inspection will not affect settlement.
- Events being shortened due to weather conditions or other situations but are deemed official by the governing body will be settled accordingly, regardless of any changes which said associations might make due to the incompleteness of the race.
- Should an event/race/session/lap/heat be restarted from the beginning, bets will stand and will be settled according to the result issued after the restart, except for those bets the outcome of which has already been determined.
- For settlement purposes, bets will be settled as per events related to the specified session within the bet offer, including, but not limited to, "Practice", "Qualifying", "Sprint Shootout", "Sprint" and "Race".
- In "Head to Head" bets all listed participants must take part in the session to which the bet refers to for bets to stand, irrespective of whether a driver manages to get an official time. An exception will be made for "Head to Head" bets placed on Practice events in which neither listed participant records an official laptime, in which case, affected bets will be voided.
- Settlement for any offer with reference to "Race completion" will be based on official regulations as issued by the governing body.
- A "Head to Head" bet where both drivers/riders fail to complete the race is determined on the basis of the most laps completed. In case the participants fail to complete the race and are recorded for the same number of laps, the bet is declared void, except in cases of Rally where at least one of the listed participants must complete the event, otherwise the bets will be declared void.
- Time penalties inflicted by the governing body during the qualifying session(s) will count. Other grid demotions/promotions are disregarded.
- Should a listed driver be deemed as DNS (Did Not Start) in official published rankings for the session, bets on the listed driver will be Void.

- Settlement of seasonal markets will take into account the classification issued exactly after the completion of the last race of the season including any decisions taken by the organizing body during the season, given that said decision is issued before the last race of the season. Any decision (even on appeal) taken after the end of the last stipulated race is deemed as irrelevant.
- All bets which make reference to teams' performances will stand regardless of any driver/rider changes.
- For NASCAR and IndyCar, bets will stand regardless of any schedule/location/circuit changes as far as the race/event is held within the same year/season, irrespective of any time delays, calendar order, etc., except for those bets placed after 00:00CET of the Monday two weeks prior for which the race/event is scheduled which will be refunded should the race/event/session that the offer refers to not be held within 7 days of the scheduled date at the time the bet was placed.
- Bets referring to specific teams' performance during the race require the initially stipulated number of vehicles from each team to start the race for bets to stand, otherwise they will be declared void (e.g. in Formula 1, two cars from each team should start the race).
- Settlement of bets referring to the inclusion of the "Safety Car" will not take into account those occurrences in which the actual race starts behind the "Safety Car".
- Settlement of offers on the first driver/car to retire will be based on the actual lap in which the driver is considered to have withdrawn from the race. Thus if two or more drivers retire during the same lap bets will be settled in accordance with Dead Heat Rules
- Bets on the First/Next Driver to retire during the race will include only the outcomes deriving after the official start of the race. Any retirements/withdrawals previous to the actual start of the GP (including those during the warm-up lap) will not be considered for settlement purposes.
- For NASCAR qualifying, the winner will be settled based on the qualifying session alone. Any subsequent penalties (e.g. cars to the rear) or alternate methods of determining the starting line-up will not apply to this market. If the session is cancelled due to weather or any other reason, all bets will be voided. A driver is deemed to have participated in qualifying if a penalty is applied prior to qualifying which prevents actual participation in the session.

Section 13. Rugby (Union & League)

- All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only.
- If a game is interrupted and continued within 48h after initial kick-off, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.
- If the market remains open when the following events have already taken place: score changes or red cards, the Sportsbook reserves the right to cancel betting.
- If the market was opened with a missing or incorrect red card, the Sportsbook reserves the right to cancel betting.

- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.
- If a start is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be cancelled.
- If the team names or category are displayed incorrectly, the Sportsbook reserves the right to cancel betting.

Section 14. Handball

- All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.
- If the game goes to a 7-meter shootout; the markets “Who scores Xth point?” and “Which team will win race to X points?” will be cancelled.
- If markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Section 15. Snooker

- In case of retirement and walkover of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- In case of a re-rack, grading stands if the outcome was determined before the re-rack.
- No fouls or free balls are considered for grading of any Potted Color market.
- In case of a frame starting but not being completed, all frame related markets will be cancelled unless the outcome has already been determined.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- Futures Betting: If a player withdraws in advance of a tournament, any bets placed within seven days of the tournament’s scheduled start date will be cancelled. Bets placed prior to seven days ahead of the tournament scheduled start date will be graded as lost. If a player retires during a tournament, bets on that player will be graded as lost.

Section 16. Darts

- If there is a change to the schedule or the day of the event, then the event’s start-time will be updated, and the markets will be left open.
- In case of retirement or walkover of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- When a match concludes before certain sets/legs were finished, all affected sets/legs related markets will be cancelled.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- Bullseye counts as Red in any check out color market.

- Futures Betting: If a player withdraws in advance of a tournament, any bets placed within seven days of the tournament's scheduled start date will be cancelled. Bets placed prior to seven days ahead of the tournament scheduled start date will be graded as lost. If a player retires during a tournament, bets on that player will be graded as lost.

Section 17. Badminton

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- In case of retirement or walkover of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- When a match concludes before certain points/games were finished, all affected point/game related markets will be cancelled.
- If the player/teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Section 18. Cycling

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes.
- If there is no podium ceremony, then the official governing body result on the day will stand.
- Futures Betting: If a player withdraws in advance of a race, any bets placed within seven days of the race's scheduled start date will be cancelled. Bets placed prior to seven days ahead of the race's scheduled start date will be graded as lost. If a contestant retires during a race, bets on that contestant will be graded as lost.
- Stage Betting: A contestant must start the stage for a bet to be valid, non-starters are cancelled.

Section 19. Cricket

- All markets do not consider Super Overs unless otherwise mentioned.
- Run penalties are not considered in any Over or Delivery market (markets for multiple overs are not considered for this rule).
- If a game is cancelled before any play has taken place, then all markets will be cancelled unless the game is rescheduled and played within 48 hours of its initial starting time.
- If a game is tied and the official competition rules do not determine a winner, or if the competition rules determine the winner by coin toss or drawing of lots then all undecided markets will be cancelled.

- In the event of an over not being completed, all undecided markets on this specific over will be cancelled unless the innings has reached its natural conclusion (e.g. declaration, team all out etc.).
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Innings Total Runs:

Total Runs – Innings X (Over/Under): Bets will be cancelled if the number of scheduled overs is reduced after the bet is placed, unless the result is already determined before the interruption and cannot change. Bets placed after a reduction in overs will stand unless there is a further reduction.

Total Runs – Innings X, Overs X–X (e.g. Overs 1–15). Bets will be cancelled if the scheduled overs are reduced after placement, unless the result is already determined and cannot change. Bets placed after a reduction will stand unless overs are reduced further.

Batting Partnerships (Over/Under):

- If a batsman retires (from injury or any other reason) before a result is determined, all bets placed before retirement will be cancelled.
- Bets placed after the first ball of the new partnership will stand.
- A result is determined once the partnership passes the run total at which the bet was accepted.
- If a team reaches their target, that total is the result.
- If weather disrupts the partnership, bets stand unless no further play occurs – All bets where a result has not been determined will be cancelled.

Fall of Next Wicket (Over/Under): Over Number at Fall of Wicket: Over/under quotes refer to full over numbers, not individual balls (e.g. Over/Under 5.5 = any delivery in over 5 or earlier vs. Over 6 or later. Bets will be cancelled if the scheduled overs are reduced after placement, unless the result is already determined and cannot change. Bets placed after a reduction will stand unless overs are reduced further.

Fall of Next Wicket: (How many runs will the batting team have scored when the next wicket falls): Bets will be cancelled if the scheduled overs are reduced after placement, unless the result is already determined and cannot change. Bets placed after a reduction will stand unless overs are reduced further.

Section 20. Aussie Rules

- All markets exclude overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial kick off, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.

Section 21. Futsal

- All markets except half time, first half markets, overtime and penalty shootout markets are considered for regular time only.
- All markets on a postponed game may be cancelled if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.

The Sportsbook reserves the right to cancel betting for good cause. Examples include but are not limited to:

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties.
- If the market was opened with a missing or incorrect red card.
- If odds were offered with an incorrect start time.
- If a wrong score is entered, all markets will be cancelled from the time when the incorrect score was displayed affecting the odds.
- If the team names or category are displayed incorrectly.

Section 22. Bowls

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- In case of retirement or walkover of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- In case of a match is finished before certain points/games were finished, all affected point/game related markets will be cancelled.
- If the player/teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Section 23. Squash

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.

- In case of retirement or walkover of any player, all undecided bets are cancelled. Bets on decided markets stand and are graded accordingly.
- In case of a match is finished before certain points/games were finished, all affected point/game related markets will be cancelled.
- If the player/teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Section 24. eSports

- Bets on any unplayed games or maps will be cancelled.
- A map / round is active as soon as the game clock starts or either team / player takes an action.
- If a map is remade, bets placed after the start of the map will be cancelled.
- Bets will stand if a team uses a replacement or a stand in player.
- Any bets on a game not played on the scheduled date (local time) will be cancelled.
- In the event of walkover or default without any play having commenced, all markets will be cancelled.
- Official broadcast or API data, where available, will be used to grade markets.

eSoccer

- All match markets are settled based on the official score at the end of regulation time, unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.
- Markets will be settled based on officially published results.
- If there is a single round rollback which affects not finished rounds, only events that happen after the round restart will be considered for further settlements.
- If the standard number matches are changed or differs from those offered for betting purposes, we reserve the right to void all markets.
- If a team is told to continue playing with a man/woman disadvantage by the officials, we reserve the right to continue our offer as long as we have sufficient references and act in line with the official rules of the affected tournament.
- If the match time is reverted and the status gets set back, already determined and settled markets will stand.
- Errors: Hard Rock Bet makes every effort to ensure that no errors are made in listing FIFA players and team names. All bets will stand where it is reasonably practicable that the misspelled player/team name refers to the correct player/team. If there is an obvious error, Hard Rock Bet reserves the right to void wagers.
- Retirements & Disqualifications: If a FIFA tournament or match is not completed due to a walkover, retirement or disqualification, all undecided markets are cancelled.
- Abandonment, Postponement & Cancellation: If a tournament or match is postponed or abandoned and is continued within 48 hours of the previous scheduled start time, then all

open bets will be settled with the final result. If the match is not started within 48 hours, then all undecided bets are cancelled.

- If a tournament or match is cancelled or commences after this 48-hour period, all bets will be cancelled.
- Player & Team Changes: If a team name changes (usually, but not limited to, sponsorship changes) but the roster or team members remain the same, all bets will stand.

H2H Global Gaming (GG) Leagues – eSoccer and eBasketball (NBA2k)

- All bets will be settled based on the official result as declared by the relevant governing body, broadcast authority, or game API.
- Bets will be voided if the offering contains incorrect players or teams.
- If a match is cancelled, all related selections will be treated as non-runners and marked as “Abandoned” or “Void” for settlement purposes.
- If a match is interrupted due to a temporary issue such as equipment malfunction or loss of connection but is eventually completed, bets will stand.
- If the match cannot be completed, then all unsettled bets will be cancelled.
- In cases where a tournament is not completed, all outright bets will be cancelled.

Section 25. Bowling

- In case of retirement or walkover of any player, all undecided bets are cancelled. Bets on decided markets stand and are graded accordingly.
- If the player/teams are displayed incorrectly, the Sportsbook reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.

Section 26. Floorball

- All markets exclude overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets are considered cancelled.
- Regular 60 Minutes: Markets are based on the result at the end of a scheduled 60 minutes of play unless otherwise stated.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.
- Period betting is based on scores within that period only, not the aggregated game score at the end of the period.

Section 27. Gaelic Games

- All markets exclude overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets are considered cancelled.
- Regular 70 / 60 Minutes: Markets are based on the result at the end of a scheduled 70 / 60 minutes of play including stoppage time unless otherwise stated.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.
- The total game score is calculated by counting a goal as 3 points. For example, if a score was Dublin 1-10 1-10 Cavan, both teams have a total of 13, and the game has a total of 26.

Section 28. Field Hockey

- All markets exclude overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- Regular 70 Minutes: Markets are based on the result at the end of a scheduled 70 minutes of play unless otherwise stated.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time the Sportsbook reserves the right to cancel betting.

Section 29. Lacrosse

- All markets include overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.
- Tournament and Conference markets will be graded based on the championship winners. Regular season records do not apply.

Section 30. Netball

- All markets include overtime unless otherwise stated

- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.

Section 31. Olympics

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Dead Heat rules apply.
- All Head-to-Head and Group Betting markets require all participants named in the market to begin the event for bets to stand.
- Total Country Medals are graded based on the official medals table result at the end of the games.
- Rules for individual sports listed in our House Rules apply to Olympic events.
- Subsequent disqualifications and result amendments will not affect grading
- Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

Section 32. Pool

- In case of retirement and walkover of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- In case of a rack starting but not being completed, all frame related markets will be cancelled unless the outcome has already been determined.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- Futures Betting: If a player withdraws in advance of a tournament, any bets placed within seven days of the tournament's scheduled start date will be cancelled. Bets placed prior to seven days ahead of the tournament scheduled start date will be graded as lost. If a player retires during a tournament, bets on that player will be graded as lost.

Section 33. Rowing

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, officially published results will be used.
- Dead Heat Rules apply.
- Disqualified teams/individuals will be graded as losers.

Section 34. Waterpolo

- All markets include overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.

Section 35. Chess

- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.
- Both players must complete 2 legal moves each or bets will be cancelled.
- Number of Moves market is graded on the number of valid moves made by 'white'
- If a game is a draw and our 'game betting' market offers 'draw' as an outcome, bets on both players will be graded as losers, while bets on 'draw' will be graded as winners.
- Piece moved on 'x'th move market: Castling will be graded as 'king'. Bets will be cancelled if the game concludes before the 'x'th move is played.

Section 36. Beach Soccer

- All markets exclude overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets are considered cancelled.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.

Section 37. Athletics

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony the Sportsbook will use IAAF, IOC published results.
- Subsequent disqualifications and result amendments will not affect grading.
- Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

Section 38. Sailing

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes.
- If a race is interrupted or postponed and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.

Section 39. Swimming

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, the Sportsbook will use the relevant governing body's published results.
- Subsequent disqualifications and result amendments will not affect grading.
- Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

Section 40. Alpine Skiing

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, the Sportsbook will use the relevant governing body's published results.
- Subsequent disqualifications and result amendments will not affect grading.
- Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers

Section 41. Biathlon

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, the Sportsbook will use the relevant governing body's published results.
- Subsequent disqualifications and result amendments will not affect grading.
- Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

Section 42. Winter Sports

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, the Sportsbook will use the relevant governing body's published results.
- Subsequent disqualifications and result amendments will not affect grading.

- Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

Section 43. Softball

- All markets include extra innings unless otherwise stated.
- Run Line Bets will be graded on the official result after 7 innings (6.5 if the home team is leading) including any needed extra innings.
- If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- If the markets remain open with an incorrect score which has a significant impact on the prices, the Sportsbook reserves the right to cancel betting.
- If odds were offered with an incorrect start time, the Sportsbook reserves the right to cancel betting.

Section 44. Power Slap

General Rules

- All bets are settled based on the official result declared immediately after the conclusion of the Power Slap match.
- In the event of any dispute over the result – the decision made by the official Power Slap governing body will be final and binding.
- Any matches or rounds that do not reach completion or are cancelled for any reason will result in all wagers being voided unless otherwise states.

Match Format

- Power Slap matches consist of a series of rounds where competitors take turns delivering slaps to each other's faces.
- Each round of the competition typically ends when one competitor is unable to continue or is deemed unable to compete by the refer/doctor.

Types of Bets

- Match Winner: Bets placed on the competitor who wins the Power Slap match.
- Round Betting: Bets placed on which round a specific outcome will occur.
- Total Rounds: Bets placed on whether the total number of rounds in a match will be over or under a specified number.
- Method of Victory: Bets placed on how the match will be won.

Settlement of Wagers

- All bets are settled based on the official result immediately after the match concludes.
- All wagers will be settled based on the result at the end of the designated number of rounds, unless a knockout or disqualification occurs earlier.
- If a competitor withdraws before the match begins or is replaced, all wagers involving that competitor will be voided.
- Wagers on rounds or specific outcomes are settled based on the result at the end of the specified round or occurrence.

Disqualification and Technical Knockout

- If a competitor is DQ'd from the match, wagers will be settled according to the official ruling at the time of disqualification.
- If a technical Knockout (TKO) occurs due to a competitor being unable to continue or meet the referee/doctor's requirements, wagers will be settled on the official decision.

Additional Rules

- Any changes to the scheduled number of rounds or match format made after wagers have been placed will result in those wagers being voided.
- The Sportsbook reserves the right to adjust wagering limits, suspend wagering on a match, or void any bets if there is suspicion of match-fixing, technical errors, or any other unforeseen circumstance.