RACE AND SPORTS HOUSE RULES

Part A - Introduction

1. Use and interpretation

The Sportsbook Rules and Regulations ("The Sportsbook House Rules") apply in relation to the markets offered and bets placed on the Sportsbook retail and mobile Nevada locations of Boyd Gaming ("the Sportsbook").

The Sportsbook House Rules consist of the following:

a. This Introduction section (Part A);
b. The General Rules (set out in Part B below); and
c. The Specific Sports Rules (set out in Part C below – these apply to certain sports).

The General Rules apply to all bets unless stated otherwise in the Specific Sports Rules. If there is any inconsistency between the Specific Sports Rules and the General Rules, the Specific Sports Rules shall prevail. The General Rules will apply in respect of any category of bets or markets not referred to in the Specific Sports Rules.

The Sportsbook reserves the right to amend the Sportsbook House Rules at any time subject to the regulatory approval of the Nevada Gaming Control Board ("NGCB"). Any such revision will be binding and effective immediately on the posting out to customers of such rule changes and any bets accepted after the rule changes have been posted shall be governed by the new Sportsbook Rules.

2. Customer responsibility

The Sportsbook customers should make themselves aware of all the Sportsbook House Rules affecting any market on which they wish to place a bet.

3. Customer betting disputes

Any Sportsbook customer who has any concerns or questions regarding the Sportsbook House Rules or regarding the settlement of any Sportsbook market should contact NGCB.

Part B - General Rules

1. Prohibited Persons

The following individuals are prohibited from placing wagers or collecting winnings:

a. Persons under the age of 21; Persons on any exclusion list;
b. Any person wagering or cashing on the account of or for any other person;

With respect to a sporting event sponsored, organized or conducted by a particular sports governing body, (i) employees of the sports governing body, (ii) game officials employed by or under contract with the sports governing body, (iii) coaches, managers and other personnel employed by or under contract with a member club of the sports governing body, (iv) athletes who are under contract with a member club of the sports governing body in the case of a team sport or eligible to participate in events conducted by the sports governing body in the case of an individual sport, (v) employees of any union representing athletes or game officials, and (vi) relatives living in the same household as any of the individuals described in clauses (i) through (v) above, are prohibited from wagering on such sporting event.

2. Retail and Kiosk Betting Tickets

a. The Sportsbook is not responsible for lost, stolen or unreadable tickets.
b. The Sportsbook reserves the right to add, delete, or change the Sportsbook House Rules and/or payoff odds subject to regulatory approval of NGCB.
c. The Sportsbook reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of a wager.
d. The Sportsbook reserves the right to determine minimum and maximum wager limits on all events, including on a wager by wager basis.
e. Customers should verify that all information on wagering tickets is accurate before leaving the betting window or kiosk. Management is not responsible for errors or omissions made on a ticket once the patron has left the betting window or kiosk. Tickets may not be altered or voided prior to the start of an event, except at the discretion of management and with the approval of both parties and NGCB.
f. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in collection instructions. The Sportsbook is not responsible for tickets that are not mailed-in in compliance with the printed instructions on the reverse side of the wagering ticket.
g. Winning tickets expire one (1) year from the time of the event. The time on the tickets is Pacific time.

3. Wager Type Calculations

Calculations for wager types are as follows:

a. Moneyline payoff: The money line is expressed as a 3-digit number. For example, -120 means a player must bet $120 for every $100 they wish to win, and multiples thereof. Or, +150 means a player will win $150 for every $100 bet.
b. Point spread payoff: Bets on the point spread are offered at 11 to 10 odds, unless otherwise stated. For example, a player must bet $11 to win $10, or $110 to win $100.
c. Parlay payoff – Odds will be calculated based on the prices of the individual selections.
d. Teaser payoff – Odds will be calculated based on the teaser paytable.

4. Notification of Odds or Line Changes

Changes to odds will be reflected automatically on the electronic boards and on kiosks.

5. In-Play Betting

5.1 General

a. If a market is not scheduled to be turned in-play but the Sportsbook fails to suspend the market at the relevant time:
1. If wagers are accepted after the event's scheduled 'off' time, NGCB will be notified as soon as possible following the Sportsbook becoming aware of such error and no payouts will be awarded unless NGCB requires the Sportsbook to make such payouts.
b. The Sportsbook aims to use its reasonable efforts to suspend in-play markets at the start of and at the end of the event. However, the Sportsbook does not guarantee that such markets will be suspended at the relevant time.
c. The Sportsbook reserves the right at its absolute discretion to part-suspend or fully suspend outcomes/selections in a market that has been turned in-play.
d. The Sportsbook's customers are responsible for managing their in-play bets at all times.
e. For the purposes of in-play betting, customers should be aware that transmissions described as "live" by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which they are receiving pictures or data. Please also be aware that, for operational reasons, bet requests made in-play may take slightly longer to process.
f. If the Sportsbook accepts a bet on a market for which the outcome has already been determined, then NGCB will be notified as soon as possible following the Sportsbook becoming aware of such error and no payouts will be awarded unless NGCB requires the Sportsbook to make such payouts.

5.2 All markets other than soccer markets - not suspending at the time of the 'off'

a. In relation to markets which are scheduled to be turned in-play, the Sportsbook aims to use its reasonable efforts to turn such markets in-play at the time of the 'off'. However, the Sports book does not guarantee that such markets will be suspended and turned in-play at the time of the 'off'.
b. If a market is scheduled to be turned in-play but the Sportsbook fails to suspend the market at the time of the 'off' and the market is not turned in-play at any time during the event, NGCB will be notified of all bets taken after the scheduled time of the 'off' and no payouts will be awarded by the Sportsbook unless NGCB requires the Sportsbook to make such payouts.
c. If a market is scheduled to be turned in-play but the Sportsbook fails to suspend the market at the time of the 'off', but the market is turned in-play at a later time during the event, all bets after the time of the 'off' will stand.

5.3 Soccer markets - not suspending at kick-off

a. In relation to soccer markets that are scheduled to be turned in-play, the Sportsbook aims to use its reasonable efforts to turn such markets in-play at kick-off and to suspend such markets on the occurrence of a Material Event (see definition of "Material Event" below). However, the Sportsbook does not guarantee that markets will be suspended and turned in-play at kick-off.
b. If a market is scheduled to be turned in-play but the Sportsbook fails to suspend the market at kick-off and the market is not turned in-play at any time during the match, NGCB will be notified as soon as possible following the Sportsbook becoming aware of such error and any subsequent payouts for any bets matched after the scheduled time of the kick-off will not be awarded by the Sportsbook unless NGCB requires the Sportsbook to make such payouts.
c. If a market is scheduled to be turned in-play but the Sportsbook fails to suspend the market at kick-off, but the market is turned in-play at a later time during the match, all bets matched after the scheduled time of the kick-off will stand.
d. For the purpose of this rule, a "Material Event" shall mean a goal being scored, a penalty being awarded, or a player being sent off.

6. Results and market settlement

6.1 General

a. Where the Specific Sports Rules do not specify how and on what basis a market will be settled, markets will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
b. If no official result of a relevant governing body is available, the result will be determined by the Sportsbook (acting reasonably) using information from independent sources. In such cases, if any new information comes into the public domain within 48 hours of settlement, then the Sportsbook shall (acting reasonably) determine either:
1. whether the market should be reinstated or resettled in light of this new information; or
2. whether or not to wait for further information before deciding whether to reinstate or resettle the market. Except where the Sportsbook has announced that it is waiting for further information, any information that comes into the public domain more than 48 hours after a market has been settled shall not be considered by the Sportsbook (regardless of whether or not such information may have led to a different result).
c. In the event of any uncertainty about any result or potential result, the Sportsbook reserves the right to suspend settlement of any market until the uncertainty can be resolved to the reasonable satisfaction of the Sportsbook. The Sportsbook reserves the right to request permission from NGCB to void any market if the uncertainty regarding settlement cannot be resolved to the Sportsbook's reasonable satisfaction.
d. In the event of a withdrawal of a selection after the start of an event due to such selection testing positive for a virus or other disease, all wagers on that selection shall be void. NGCB will be notified and provided all details involving any wagers being voided.

6.2 Resettlements

a. Markets are generally settled shortly after the end of the event in question. The Sportsbook may settle (or part-settle) some markets before the official result is declared (or may increase a customer's 'available to bet' balance by the minimum potential winnings of that customer on a given market) purely as a customer service benefit.

6.3 Non Runners

a. Where specified, certain markets will be offered on an "all-in compete or not" basis. This means that, if a player, team or other competitor is withdrawn from an event (whether he, she or it pulls out of the event, is suspended or disqualified from it or otherwise) before he, she or it has taken part in the event, then any bet placed on that player, team or competitor (as applicable) will be deemed a losing bet.
b. If a player, team or other competitor has taken any part in a sporting event once it has officially started and then fails to complete that event for any reason, any bet placed on that player, team or other competitor will be deemed live (i.e. bets on that player, team or other competitor will not be voided).

7. Abandonments, Cancellations, Postponements

a. Some markets have different rules, and these are listed in the Specific Sports Rules. However, where a market has no rules in the Specific Sports Rules in relation to an abandonment, cancellation and/or postponement the following shall apply.
b. In relation to any match, fixture, game, individual event, race or similar: If the event is not completed within three days after the scheduled completion date, then all bets on markets for this event will be void and wagers on the event refunded, except for bets on any markets that have been unconditionally determined.
c. In relation to any tournament, competition or similar: If the event is not completed within 24 hours following the scheduled completion date of the event, then any markets relating to the event will be settled in accordance with the official ruling of the relevant governing body, providing such a decision is given within 90 days after the scheduled completion date. If no official ruling is announced in this 90- day period, then bets on any market relating to this event will be void and wagers on the event refunded, except for bets on any markets which have been unconditionally determined. If a market is to be voided but has been part-settled as a courtesy to the Sportsbook customers, then such part-settled bets may be reversed (with approval from NGCB) and all bets on the market will be void.
d. If there is no further sporting action in any market that does not contain the selection 'draw' or 'tie', all bets placed after this conclusion of action will be voided and wagers on the event refunded.
e. The Sportsbook will decide (acting reasonably) whether a market relates to a match (or similar) or a tournament (or similar). However, by way of example, the following shall apply:

1. Major League Soccer Cup = tournament;
2. NFL AFC West = tournament;
3. Ryder Cup outright = tournament;
4. Golf tournament outright = tournament;
5. Tennis Tournament outright = tournament;
6. Motor Race (e.g. Indianapolis 500) = match;
7. NBA Finals = match NBA Championship = tournament.

8. Change of venue

a. Some markets have different rules, and these are listed in the Specific Sports Rules. However, if change of venue is not dealt with in the Specific Sports Rules then the following shall apply:

1. For any team sport: if the scheduled venue is changed after a bet is placed, all bets will be void and wagers on the event will be refunded, only if the new venue is a home ground of the original away team (or in the case of international matches, only if the venue changes to a venue in a different country).
2. For all categories or markets other than team sports: if the scheduled venue is changed after a bet is placed, all bets will stand.
3. If there is a change in the type of scheduled surface (e.g. a soccer match switching from grass to astro-turf) after a bet is placed, all bets will stand.

9. Periods of time

a. Some markets have different rules, and these are listed in the Specific Sports Rules. However, if not dealt with in the Specific Sports Rules then the following shall apply.
b. If the scheduled duration of an event is changed after a bet is placed but before the start of the event, then all bets will be void and wagers on this event will be refunded.
c. Some markets refer to the length of time until an occurrence in the event (e.g. time of first goal). If an event happens in stoppage or injury time after any regular time period, then it will be deemed to have occurred at the end of the regular time period. For example, if a goal is scored in first half stoppage- time in a soccer match it will be deemed to have occurred on 45 minutes.
d. All bets apply to the relevant full 'regular time' period including stoppage time. Any extra-time and/or penalty shoot-out is not included.
e. References within these Rules and Regulations to a particular number of 'days' shall mean the end of the day local time after the expiry of the specified number of days. For example, if a rugby match is scheduled for the 1st of December, then the rule that allows the match to be completed within three days after the scheduled completion date (see Paragraph 3 above) would mean that the deadline for completion of that match would be 11:59:59 p.m. on the 4th of December.

10. "To qualify" markets

a. Some markets have different rules, and these are listed in the Specific Sports Rules. However, if not dealt with in the Specific Sports Rules then the following shall apply.
b. Any 'to qualify' market (e.g. "to reach the final" markets) will be determined by the competitor or team that progresses, whether or not they take part in the next round or event for which they have qualified. Markets will be settled after the qualifying stage and any subsequent disqualification or amendment to the result will not count.

11. Dead heats

a. Unless stated otherwise in the Specific Sports Rules the Dead Heat Rule applies to bets on a market where there are more winners than expected.
b. Dead heat is a term that describes when two or more selections in an event tie. If a "dead-heat" between two selections is declared on any event, half the stake is applied to the selection at full odds and the other half is lost. If more than two "dead-heats" are declared, the stake is proportioned accordingly.

12. Errors

a. The Sportsbook makes every effort to ensure that no errors are made in prices offered or bets accepted. However, human, mechanical or technical error may occasionally result in errors. In the event such errors should occur, NGCB will be notified as soon as possible following the Sportsbook becoming aware of such error and no payouts will be awarded by the Sportsbook unless NGCB requires the Sportsbook to make such payouts.

13. Parlays

a. A parlay bet consists of a number of legs. A leg is defined as one or more chosen selections in any individual event market.
b. The Sportsbook reserves the right in its sole discretion not to accept certain multiple bets or to scale back stakes.
c. All multiple bets placed are subject to the Sportsbook Rules that apply to each individual sport that relates to any leg of any multiple bet.
d. If any selection in any leg is a non-runner or otherwise void under the Sportsbook Rules (e.g. an abandoned match) then all bets on that individual leg will be void and the multiple bet shall be adjusted accordingly. For example, a 3 team parlay including one void leg will become a 2 team parlay. If that voided leg means that an individual bet within a multiple becomes a single bet, then this single bet will stand.
e. Multiple bets combining different selections within the same event are not accepted when there are related contingencies (i.e. where the outcome of one event is likely to affect the odds on the outcome of another event). The rejection of related contingency bets may happen automatically at the bet placement stage.

14. Enhanced Price Bets

a. Any bets for which we offer enhanced prices will be settled on the basis of normal time and injury time (i.e. excluding any extra time, penalties or similar) unless otherwise specified in the relevant bet or bet rules
b. Unless otherwise stated, bets for which enhanced prices are offered will be governed by the Sportsbook's usual settlement rules.
c. In the event the following errors should occur: (i) the enhanced price was intended to apply to pre-match bets only and (ii) we erroneously accepted the bet, at its enhanced price, after the relevant event started, NGCB will be notified as soon as possible following the Sportsbook becoming aware of such errors and no payouts will be awarded by the Sportsbook unless NGCB requires the Sportsbook to make such payouts
d. In the event of a clear and obvious wording or pricing error for an enhanced bet, we will (in accordance with our usual settlement rules and only with approval from NGCB) aim to settle the bet at the price at which we intended to offer, and/or pursuant to the wording which was clearly intended to relate to, the relevant bet.

15. Miscellaneous

a. The Sportsbook reserves the right in its sole discretion not to accept certain Sportsbook bets, or to scale back the stakes.
b. All references to time periods in the Sportsbook Rules relate to the time zone in which the event takes place. For example, a reference to the start time of a football game, relates to the local kick-off time.
c. All information supplied by the Sportsbook is done so in good faith. However, the Sportsbook cannot accept liability for any errors or omissions in respect of any information, such as the posting of prices, runners, times, scores, results or general statistics.
d. Any results or scores of which you may be advised by a Sportsbook employee or agent (for example during betting in-play) are provided for guidance purposes only.
e. Customers are responsible for ensuring that they satisfy themselves that the selection on which they place a bet is their intended selection. For example, in the case of a competitor bearing the same name as another individual not competing in the relevant event, the onus is on the customer to ensure that they know which competitor is being referred to in the relevant market and to ensure that they are placing their bet on their chosen competitor.
f. The Sportsbook may, in its sole and absolute discretion, decide to suspend betting on a market at any time (even if such suspension is earlier than anticipated by the Sportsbook Rules).
g. The Sportsbook reserves the right to restrict the availability of a promotion to any person at its absolute discretion.
h. The Sportsbook reserves the right, at our discretion, to perform any and all reasonable investigations on customers for the purpose of verifying information about customers such as source of funds, background history, and creditworthiness.

Part C - Specific Sports Rules

1. American Football

1.1 General Rules

a. At least ten minutes of official time must elapse in the fourth quarter for bets to have action.
b. Overtime counts for all markets unless stated otherwise
c. Abandoned or postponed games are void unless played within the same scheduling week. In the event of a change of venue, all bets will still have action.
d. All settlements are based on results and statistics provided by the relevant league's governing body.
e. We reserve the right to suspend any or all betting on a game at any time without notice.
f. Handicap betting: In Handicap & Total betting, where the index (value) of the market is a whole number, bets are void and will be refunded where the score lands on that number.
g. All Outright markets include playoffs where applicable.
h. For settlement purposes, the team listed second in the event name is always considered the Home Team. Example: Team A v Team B or Team A @ Team B - Team B is the Home Team.

1.2 Overview of Specific Markets

a. Live Betting
1. Where a Handicap Draw selection (3-Way Handicap market) is offered during live betting, only bets placed on the draw will be settled as winners when the result lands on the whole number selected.
2. Prices quoted are for the whole game inclusive of any overtime played.
3. As the markets are in-running, we reserve the right to close the market at any time.
4. For Live Betting purposes, these rules apply unless stated otherwise.
5. When scores are displayed in running, every effort is made to ensure the accuracy of the score and game time; however, no liability is accepted for incorrect information displayed.
b. Proposition bets:
1. In the event of an abandoned game, all stakes are returned, unless a result is already determined through the course of play that has taken place.
2. For player prop markets, any bets on a player who is listed as "inactive" on nfl.com will be voided. All other bets will stand.
3. All proposition bets are singles only.
c. Quarter and half markets:
1. For bets based on the specific quarters or halves, the entire period of play must be played unless the result is already determined, except second half markets which do include overtime if played.
2. The fourth quarter does not include overtime.
d. Point Spread (Handicap)/Betting:
1. Overtime counts for match handicap betting.
2. Overtime does not count on quarter or half specific markets.
3. In the event of a tie, stakes are refunded.
4. For quarter and half betting, the entire period must be played for bets to stand.
e. Match betting:
1. Overtime counts. In the event of a tie following overtime, all stakes are refunded.
f. NFL Draft
1. The official draft list on nfl.com is used for settlement purposes.
2. For "over/under draft position" markets, undrafted players are assigned the draft position that comes after the last drafted player.
3. For over/under draft position markets under means the player is chosen with a pick that is less than the designated number and over would be after that designated number, for example a market of 'Player A over/under draft position 3.5', if Player A is picked with the second pick of the Draft than under bets would win and over bets lose.
g. Total points
1. Overtime counts for all total match / team total and prop points markets.
2. Overtime does not count for total points on quarter and half specific markets.
3. In the event of total points being exactly the nominated line, all stakes are refunded unless a price for the exact amount is quoted.
4. For quarter and half betting, the entire period must be played for bets to stand.
h. Revised half time markets:
1. Markets that are revised at half time for the second half of that match include overtime.
2. In the event of a tie, all stakes are returned.
i. First offensive play yard line:
1. The result is determined by where the first offensive play from scrimmage takes place.
2. In the event of the kick off being returned for a touchdown, bets stand for the following kick off.
3. In the event of a turnover, the result is determined on where the first offensive play takes place with respect to the receiving team's yard line.
j. First penalty:
1. This is settled on the first accepted penalty in the game.
k. First turnover and first team to commit a turnover:
1. For results purposes, only an interception or a fumble counts.
2. A punt or 'turnover on downs' does not qualify as a turnover for settlement purposes.
3. In the event of an abandoned game, stakes are returned unless a turnover has already taken place.
l. First offensive play:
1. In the event of a false start penalty on the first offensive play, bets stand for the next offensive play that takes place without a false start penalty.
m. First team/last team to score and first touchdown scorer:
1. In the event of an abandoned game, bets stand on scores that have taken place already (and overtime counts for these markets).
2. First touchdown scorers are all in play or not.
3. Touchdown scorers are offered with the option of others on request.
4. Only when a player is listed on NFL.com as 'inactive' for that match are the selections voided.
n. Future/Season Prop Bets
1. For bets to stand, teams must play 16 regular season NFL games, their scheduled full regular season in college football whether that be 12 or 13 games and all 18 games in the CFL unless the outcome has unequivocally been determined prior to the interruption of the Season.

2. Athletics

a. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification or amendment to the result.
b. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
c. If a track or field event is abandoned, cancelled or postponed and not completed within 7 days of the scheduled completion date, all bets will be void except for those on markets which have been unconditionally determined.
d. Overall winner markets relate to the winner of the overall event and not for individual qualifiers or heats. As 'Any Other Athlete' is NOT quoted, non-featured athletes will be added to this market on request. Once 'Any Other Athlete' is listed, no further athletes will be added.

3. Baseball

3.1 General Rules

a. These rules apply to Major League Baseball and NCAA baseball.
b. All settlements are based on the results and statistics provided by the relevant league's governing body (e.g. Major League Baseball).
c. Should a game not start on the day of the officially listed start time, as stated by the relevant governing body, due to a rain delay or other similar events, all bets will be void and wagers on this event will be refunded. The day of the event will be considered the day according to the time zone in which the game was scheduled to be played.
d. In the event of a shortened game, results are official after (and, unless otherwise stated, bets shall be settled subject to the completion of) 5 innings of play, or 4.5 innings should the home team be leading at the commencement of the bottom of the 5th innings (the "4.5 Innings Rule"). Should a game be called, if the result is official in accordance with this rule, the winner will be determined by the score after the last full inning completed (unless the home team score to tie, or take the lead in the bottom half of the inning, in which circumstances the winner is determined by the score at the time the game is suspended).
e. Notwithstanding the above, in certain circumstances where we so specify, results will only be official after (and bets shall be settled subject to the completion of) a minimum of 9 innings' play, or 8.5 innings should the home team be leading at the commencement of the bottom of the 9th innings (the "8.5 Innings Rule").
f. For the purposes of live betting, the 8.5 Innings Rule shall automatically apply unless stated otherwise - e.g. in the section below entitled "Overview of Specific Baseball Markets" (which shall take precedence over this section). However, should a game be shortened due to bad weather or similar, live betting markets which have been unequivocally determined will stand (irrespective of the 8.5 Innings Rule or whether or not an official league result has been confirmed).
g. Extra innings, where applicable, count for settlement purposes.
h. If a game is suspended and continues to a conclusion the following day (local time), then all bets will stand. In the case of a suspended MLB Playoff games, all bets will stand until the game is completed.
i. When wagering on baseball, you may choose to apply one of the following methods to each wager when
j. 'List Pitchers' are made available otherwise all bets are action.
1. Action: All wagers not placed on the scheduled starting pitchers (the "Listed Pitchers") will be deemed "action" and will stand regardless of subsequent changes to personnel. As odds on baseball are dependent upon Listed Pitchers, settlement of action bets will be subject to change after placement. The revised odds after the change is implemented will be used for wager settlement. Odds are subject to change should one or both Listed Pitchers not start the game.
2. One Specified Pitcher: A wager on or against one Listed Pitcher, regardless of the other Listed Pitcher. In the event that the Listed Pitcher does not start, the wager is "No Action" and will be refunded. The wager will be subject to an odds adjustment should there be a change in the other Listed Pitcher.
3. Both Specified Pitchers: A wager in which both Listed Pitchers must start the game. If both actual starting pitchers are not the ones listed on the wagering ticket, the wager will be deemed "No Action" and refunded.
k. For settlement purposes, the team listed second in the event name is considered to be the home team (even if the game takes place at a neutral venue). Example: "Team A v Team B" or "Team A At Team B", Team B is the home team.
l. All outright markets include playoffs where applicable.
m. Should a mercy rule be applied, for settlement purposes, markets (for both pre-match and live betting) will be settled according to the result as determined by the application of the mercy rule.

3.2 Overview of Specific Baseball Markets

a. Money Line: Money Line markets will be settled as per the 4.5 Innings Rule.
b. Run Line Markets: Settled as per the 8.5 Innings Rule.
c. Total Runs Markets: Settled as per the 8.5 Innings Rule with the exception of when a result has already been unequivocally determined.
d. Double Markets (Money Line, Run Line / Total): Settled as per the 8.5 Innings Rule
e. Double Result: Settled on the basis of the score at the end of the 5th inning plus the final score as per the 8.5 Innings Rule.
f. Tri-Bet Markets: Settled as per the 8.5 Innings Rule.
g. Odd/Even Markets: Settled as per the 8.5 Innings Rule. In the event a result of zero is arrived at, that shall be considered an even number for settlement purposes.
h. Winning Margin Markets: Settled as per the 8.5 Innings Rule.
i. Team to Score First Markets: Settled on the first run of the game (irrespective of whether or not a full game, or a certain number of innings, have been completed). Where a double is offered, the 8.5 Innings Rule applies.
j. Team to Score Last Markets: Settled as per the 8.5 Innings Rule.
k. Highest Scoring Half of Match: Inclusive of extra innings, settled as per the 8.5 Innings Rule. For the purposes of this rule, the first "half" of a match shall be deemed to be the first 5 innings and the second "half" shall be deemed to be all other innings which take place during the match (including additional innings). For example, if 11 innings are played, the first "half" of the match shall be deemed to be the first 5 innings and the second "half" of the match shall be deemed to be the last 6 innings.
l. Highest Scoring Inning: Settled as per the 8.5 Innings Rule. Dead heat rules apply in the event of a tie. Should the highest scoring inning occur in extra innings, innings 1-9 will be considered losers.
m. Inning of First / Last Score: Settled as per the 8.5 Innings Rule (unless, in the case of the first score, the result has already been unequivocally determined).
n. Inning / Half Inning Markets: The relevant inning or half inning of the game must be fully completed for bets to stand (unless, in the case of a total runs market, the result has already been unequivocally determined).
o. 3 / 5 / 7 Inning Markets: The specified number of innings must be completed for bets to stand (unless the home team holds the lead and the bottom of the inning would not change the result for team specific markets).
p. 1st Half Markets: Settled following the completion of 5 innings. The 4.5 Innings Rule applies for shortened games where the results of markets have already been fully determined
q. Lead After / Race To Markets: Settled based on the score at the end of the specified period or once the required number of runs have been scored (as applicable).
r. Hits Markets: Settled as per the 8.5 Innings Rule. In the case of specific Inning / half Inning markets, the stated period must have been completed for bets to stand unless the result has already been unequivocally determined.
s. Regular Season Win Totals: A team must play at least 98%of games originally scheduled (as of Opening Day of the regular season) for bets to stand, unless the outcome has previously been unequivocally determined. For example, in a shortened 60 game season, at least 59 games must be played for bets to stand (unless unequivocally determined). In a 162 game season, 159 games must be played for bets to stand (unless unequivocally determined).
t. Regular Season Specials: All other regular season specials, unless otherwise stated, will be settled should teams play at least 90% of regular season games originally scheduled (as of Opening Day of the regular season). Dead-heat rules apply if multiple players tie for the league lead. In the event that less than 90% of regular season games are played (as scheduled on Opening Day of the regular season), all regular season special bets (unless otherwise stated) will be void regardless if they have been determined or not. Where a specified player is listed under a market pertaining to a certain league/team, he will be deemed a player in that league/team for the purpose of the result regardless of any inter-league/team trade which may occur.
u. To Hit a Home Run & Home Run / Match Winner Double: Listed Pitchers must start and player must face at least 1 at bat for bet to stand (failing which, in each case, bets on this market will be voided).
v. Player Total Strikeouts: Listed Pitcher must start for bet to stand. If opposing Listed Pitcher does not start, then bets will still stand.
w. Player Performance Doubles: Both Listed Pitchers must start for bets to stand.
x. World Series, League and Division Winners markets will all be settled in accordance with the official MLB ruling regardless of season length.
y. For MLB games scheduled to be 7 innings, normal baseball rules will apply with all markets settled as per the official result on MLB.com and in accordance with the below listed rules:
1. Money Line bets will be settled as per the "4.5 Innings Rule";
2. Bets on markets that are unequivocally determined will stand (example: bets on 1st inning total runs scored will remain settled as determined if the game gets called in the 3rd inning);
3. All other markets (including but not limited to Run Line and Total Runs) will be void if not already unequivocally determined, unless a minimum of 7 innings are played, or 6.5 innings should the home team be leading at the commencement of the bottom of the 7th inning.
4. The above listed rules will govern settlement of all scheduled 7 inning games, including any that are shortened after first pitch.

4 Basketball

4.1 Sport Rules – NBA, NCAA and WNBA Basketball
a. For settlement purposes, the team listed second in the event name is considered the Home Team, even if the game takes place at a neutral venue. Example: "Team A v Team B" or "Team A @ Team B" - Team B is the Home Team.
b. Should a game be called with more than 5 minutes to play, all bets will be void and wagers on this event refunded unless specific markets results have already been predetermined.
c. If a match does not start on the scheduled start date and is not completed within 24 hours of the scheduled start time, all bets will be void except for those on markets which have been unconditionally determined.
d. The void rule applies for all markets where a draw/tie price is not offered.
e. Overtime counts for all markets unless otherwise stated.
f. All outright markets, unless otherwise stated, include playoffs. Any official governing organization tie-breaks where applicable are included in settlement.

4.2 Overview of Specific Markets – NBA, NCAA and WNBA Basketball

a. Quarter/Half Markets: The entire period of play must be completed for bets to stand.
b. Quarter Markets: Resulted on score for relevant quarter - overtime does not count.
c. Second Half Markets: Resulted on score for second half, inclusive of overtime.
d. Double Result (Halftime/Fulltime): Resulted on score at half time and full time, inclusive of overtime.
e. Home team/Away team total points: Resulted on score at the end of the game, inclusive of overtime.
f. 'Race To x' Markets: Resulted on the team to achieve the specified total in the specified period first. A 'neither' selection is offered.
g. Highest Scoring Half: For settlement purposes, the second half is inclusive of overtime.
h. Series Markets: A series must come to a natural conclusion for bets to stand.
i. Last point market: is settled on last point in regulation time.
j. Margin Markets: Resulted on final score, inclusive of overtime.
k. Tri-Bet Markets: Resulted on final score, inclusive of overtime.
l. Regular Season wins: A team must complete 75 games for bets to stand. All NBA Regular season win bets will be void if the relevant team does not complete at least 75 games or unless the outcome has been unequivocally determined prior to the interruption of the season.
m. Team Match Bets: Resulted on team with the most season wins or which has advanced furthest.
n. Wire to Wire: These markets are offered for a given team to be leading a game at the end of each quarter of that game. Provided the selected team leads at the end of each quarter, the relevant bet will be successful even if, during any such quarter, the selected team temporarily ceases to lead the scoring. 'Any Other Selection' will be deemed the winner if either team does not lead the game after each quarter.

4.3 Player Props – NBA and WNBA Basketball

a. First Basket Markets: Resulted on the first score of the game, inclusive of free throws, as per official NBA box score. Should a player listed not start the game, all bets on the player selected will be void (otherwise betting is all-in). In the event of a tie at the end of the first quarter, First Basket / First Quarter Double bets are resulted as a loss.
b. The First Team Basket: Scorer will be resulted on the first scorer from each team; Should a player listed not start the game, all bets on the player selected will be void (otherwise betting is all-in).
c. Player Performance Markets: All bets stand once a player takes the court, irrespective of game time played. All totals are inclusive of overtime. Should a player not take any part, all bets will be void.
d. Player Performance Markets offered in-play/during half time: Bets on this market refer to the quoted statistic recorded by a named player for the whole match (including overtime). If a player doesn't see any game time, then all bets on that player will be void.
e. Player Match Bets: Bets on this market refer to the quoted statistic recorded by a named player by the end of a match (including overtime). If one of the players doesn't see any game time, then all bets on that player will be void.
f. Team: Player most points/rebounds/assists: Bets placed on this market will be settled on the player who makes the most of the relevant quoted statistic. In case two or more players tie, dead heat rules apply.
g. Competition: Player most points/rebounds/assists: Bets placed on this market will be settled on the player who makes the most of the relevant quoted statistic at the end of the competition excluding playoffs, unless otherwise stated. In case two or more players tie, dead heat rules apply. Rule 4 deduction won't apply.
h. Series Points, Rebounds, Assists, Steals and Blocks match bet: A series must come to a natural conclusion for bets to stand. Overtime counts for settlement purposes. In case two or more players tie, dead heat rules apply.

5 Boxing and Mixed Martial Arts

5.1 Boxing

a. General Boxing Rules:
1. Results will be based on the official result at ringside with the exception of a technical draw (the rules for which are set out in the "Technical Decision / Draw" section below).
2. Results are not official for betting purposes until verified by officials at the fighting venue. If for some reason official verification does not occur at the fighting venue, then (and only then) will reference will be made to www.boxrec.com for settlement purposes. Should an official or unofficial sanctioning body overturn a fight decision based on an appeal, suspension, lawsuit, drug testing result or any other fighter sanction, this will not be recognized for betting purposes.
3. Should a contest be postponed, bets will stand if the rescheduled event occurs within 48 hours. Otherwise, all bets in relation to the contest will be void.
4. In the event of a 'no contest' being declared, all bets will be made void, with the exception of selections where the outcome has already been unequivocally determined.
5. Should there be a change in the manner in which a contest is advertised (e.g. a contest changes from a title fight to a non-title fight) bets will stand.
6. Match Betting markets where no draw selection is offered will be made void if the match ends in a draw.
7. In fights where the scheduled number of rounds changes, all bets will stand unless the result would be automatically determined by the change in the number of rounds (in which case, such bets will be voided). For example, if a fight gets changed from a 12 to a 10 round fight, bets on rounds 11 and 12 will be void.
b. Round Betting
1. Where a boxer fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round.
2. Subject to the following rule, should, for any reason, the scheduled number of rounds be changed before the commencement of the contest, all round by round bets will stand.
3. Notwithstanding the above rule, should, for any reason, the scheduled number of rounds be decreased before the commencement of the contest, all round by round bets on the dropped rounds will be void. Bets on all the remaining rounds will stand.
4. Where a contest finishes before the completion of the scheduled number of rounds and, for any reason, the winner is decided by the judges' scorecards (technical decision/technical draw) then all round bets will be deemed losers.
5. If the contest goes to the scorecards, then all round bets will be deemed losers.
6. Where a contest finishes before the scheduled number of rounds due to an accidental injury and the winner is not determined by the judges' scorecards, all bets will be void.
7. For "Total Rounds" settlement purposes, 1 minute and 30 seconds will represent half a round. For example, for a bet on "Over 10.5 rounds" to be a winner, the fight must last beyond 1 minute and 30 seconds in round 11. If the number of rounds for a fight is changed after this market has been set then all bets on this market will be void.
8. For "Will the Fight Go the Distance" (or similarly titled) markets, should the scheduled number of rounds change, this market will be made void. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance (i.e. the scheduled number of rounds).
c. Method of victory
1. A knockout (KO) occurs when the boxer does not stand up after a ten count. Technical knockouts (TKO) occur when a boxer is knocked down three times within the same round and the fight is stopped or where the referee steps in to stop the fight when it is decided that a fighter cannot safely continue. If a fighter fails to answer a bell for the next round, then this will also be deemed a TKO. For betting purposes, KO/TKO options also include disqualification and retirement.
d. Technical Decision/Draw
1. If a fight is scheduled for more than four rounds and, after four rounds, an accidental foul occurs which causes an injury (further to which the referee stops the fight), the fight will be deemed to have resulted in a technical decision in favor of the boxer who is ahead on the scorecards at the time the fight is stopped (and all markets on the fight will stand).
2. If the accidental injury / technical decision occurs during the first 4 rounds, all bets will be made void UNLESS the result of the relevant market has already been unequivocally determined or if the judges' scorecards are used to determine an official winner at ringside.
3. If an intentional foul causes an injury and the injury results in the fight being stopped in a later round: (i) the injured boxer will be deemed to have won by technical decision if he is ahead on the scorecards and (ii) the fight will result in a 'technical draw' if the injured boxer is behind or even on the score cards (and, for settlement purposes, the result of the fight will be deemed to be a draw).
4. For betting purposes, betting on rounds or a group of rounds is for a fighter to win by KO, TKO, disqualification or due to the other fighter retiring during that round or group of rounds. In the event of a technical decision before the end of the fight, all round bets will be deemed to be losers.
e. To Score a Knockdown
1. For settlement purposes, a knockdown is defined as a fighter being KO'd or receiving a mandatory eight count (anything deemed a slip by the referee will not count).
f. Prizefighter Rules
1. Match bets will be settled on the result announced in the ring. If any result is announced incorrectly at ringside but is subsequently corrected, then bets will be settled based on the corrected winner.
2. Outright bets will be settled based on the winning boxer who lifts the trophy. If a substitute is introduced during the tournament, all outright bets will stand, and an outright price will be quoted for the new boxer. All outright bets on boxers who withdraw during the tournament due to injury or cuts (having fought on the card) will be deemed to be losing bets.
3. Outright bets will be void on any named boxer who does not start the tournament. This rule does not apply to the reserve fighters.
4. "Either reserve" (or similar) may be listed as a selection for any Prizefighter tournaments. These selections are priced on a compete or not basis and, accordingly, all bets on these selections will stand whether or not a reserve fighter competes.

5.2 Mixed Martial Arts

a. General
1. Should a contest be postponed, bets will stand if the rescheduled event occurs within 48 hours. Otherwise, all bets in relation to the contest will be void.
2. Stakes may be refunded before the original contest if requested. In the event of a 'no contest' being declared, all bets will be made void.
3. Should there be a substitution for one of the fighters, bets on the original contest will be void.

RACE AND SPORTS HOUSE RULES

16. To Score in Last 20 Minutes

10.3 For each way First Goalscorer markets:

a. Each-way bets will be settled on first goal, second goal, third goal, fourth goal and fifth goal only. Players who do not score until after the fifth goal has been scored will be treated as losing selections. If less than five goals are scored in any given match, the Sportsbook will settle bets on the basis of those goals that are scored. If no goals are scored, all each-way bets will be regarded as losing bets.
b. If a player enters the field of play after the first goal is scored, both the win and place part of the bet will be voided unless the first goal is an own goal (in which case bets will stand). If a player is sent off or substituted before the first goal is scored, bets on that selection are deemed as losers.
c. If a player scores the first goal of the match, both his win and place part are winners. If a player scores the second, third, fourth or fifth goal, only his place part is a winner.
d. A player cannot be placed twice (i.e. if he scores the second and third goal, only the second goal is deemed a winner).
e. Each-way bets on no goalscorer, last goalscorer, first team goalscorers and scorecasts are not accepted. If any such bets are taken in error, then the full stake will be invested as a win only bet.
f. Place-only betting is not accepted.
g. Extra time does not count.
h. Own goals do not count. In cases where an own goal is one of the first five goals then the sixth goal will be settled as a winner on the place part of the each-way bet. If two of the first five goals are own goals then the sixth and seventh goals will be settled as winners on the place part of the each-way bet, etc. In all other cases, the Sportsbook's Soccer rules apply.

10.4 For 'Tournament Hat-trick' markets:

a. Extra-time is included, however penalty shoot-outs and own goals are not included. In the event of any dispute as to who has scored any goal, we will follow the decision made by the relevant governing body.

10.5 For Scorecast markets:

a. Scorecasts are defined as First Player to Score / Correct Score Doubles.
b. Players either not taking part in the game or taking part after a goal has been scored will cause a Scorecast bet to revert to a single on the correct score market at the relevant odds offered at kick-off. Should the initial goal (or goals) be own goals then bets on the subsequent Scorer / Correct Score Double will be deemed winners. If the only goals scored in the match are own goals, then bets will be settled as singles on the Correct Score market at the relevant odds offered at kick-off. Should a match be abandoned after a goal has been scored then all bets will be settled as singles on the First Goalscorer market at the relevant odds offered at kick- off.

10.6 For Wincast markets:

a. Wincasts are defined as First Player to Score / Team to Win Doubles.
b. Should a player not have taken the field by the time the first goal has been scored then bets will be settled as singles on the Match Odds market at the relevant odds offered at kick-off.
c. Should the initial goal (or goals) be own goals then bets on the subsequent Scorer / Result Double will be deemed winners.

10.7 For 'Top Goalscorer' markets:

a. all bets stand irrespective of whether or not the player takes any part in the relevant league, tournament or competition. If there is any dispute as to who has scored a particular goal, we will follow the decision made by the relevant governing body.
b. only the goals scored in the relevant league, tournament or competition count. For example, if a player joins a club mid-season any goals scored in a different league will not count. However, goals scored for a different club in the same league will count. Own goals will not count
c. any goals scored in Play-Off matches will not count.
d. goals scored in extra-time are included, however goals scored in penalty shoot-outs are not included.

10.8 For 'Mythical Match' markets:

a. "Mythical Match" bets are offered on the highest number of goals, corners or yellow cards (as applicable) achieved by, or awarded to, two teams who are playing in different matches. For example, where matches are due to occur between Team A and Team B (on the one hand) and Team C and Team D (on the other), we might offer a Mythical Match Market on whether, within those matches, Team A scores more goals, or is awarded more corners or yellow cards, than Team C (even though those teams are playing in separate matches).
b. If both teams score the same number of goals, achieve the same number of corners or are awarded the same number of yellow cards (as applicable), the draw is the winning selection.
c. The respective next fixtures of both teams will be displayed on our website.
d. If a team's next fixture is played on a different day from that displayed on our website, all Mythical Match bets involving such team will be void.
e. Each relevant team's applicable fixture must be completed and have its result upheld by the competition's official governing body (e.g. the FA Premier League or FIFA) in order for mythical match bets between those teams to stand.
f. In the case of a fixture not starting or being shortened due to external factors (e.g. unplayable conditions, security concerns, technical faults) all mythical match bets involving either of the two competing teams will be void.
g. If a match official shortens a match for any reason (e.g. foul play) all mythical match bets involving either of the two competing teams will be void.

10.9 For 'Shots on Target' markets:

a. Any bets involving a given player to achieve a number of shots on target, the final determination of whoscored.com will be used to determine the number of shots on target which the relevant player achieved.
b. All shots on target bets are settled on the basis of 90 minutes' play (plus injury time) unless otherwise stated.

10.10 For "Player not to score" markets:

a. Players who are not on the field at the beginning of 90 minutes play will not be considered runners in this market and be settled as void.
b. In markets which relate to the number of incidents to occur, such as 'number of corners', these will be determined on the basis of the number taken, rather than awarded. This will alsoapply to incidents where time is a consideration.

10.11 For "Team Multi Corner" markets:

a. Offered on the number of first half team corners multiplied by the number of second half team corners.
b. For markets that relate to the number of bookings given, the number of corners taken, any goalscorer or the time of a particular goal, the result will be determined by the Sportsbook (acting reasonably) using information from independent sources. In such cases, if any new information comes into the public domain within 72 hours of settlement, then the Sportsbook shall (acting reasonably) determine either:
   1. whether the market should be reinstated or resettled in light of this new information; or
   2. to wait for further information before deciding whether to reinstate or resettle the market. Except where the Sportsbook has announced that it is waiting for further information, any information that comes into the public domain more than 72 hours after a market has been settled shall not be considered by the Sportsbook (regardless of whether or not such information may have led to a different result).

10.12 For Bookings markets the following points system will be used:

a. Yellow card – 10pts
b. Red card – 25pts
c. Maximum points awarded per player – 35pts
d. Two yellow cards leading to an automatic red will score as one yellow and one red card

10.13 For Bookings markets:

a. Cards shown to non-players do not count. Cards will only count that are shown to players after they take the pitch for the first time and before they leave the pitch for the final time.

10.14 For 'Shown a Card' markets:

a. The player does not need to play the full match and bets will stand if the player plays any part in the match. Bets will be void on any player that does not play any part in the match. In any dispute over whether or not a card was shown, the Sportsbook will settle the market when the ruling body has given its verdict. Subsequent appeals or rulings will not be considered. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time.

10.15 For 'Player Carded' markets:

a. All bets placed on players that do not take part in the match will be void. Players will be deemed a participant for Player Carded markets should they enter the game at any point in 90 minutes play plus injury time. In any dispute over whether or not a card was shown, the Sportsbook will settle the market when the ruling body has given its verdict. Subsequent appeals or rulings will not be considered.
b. If a team is relegated from a league because, at the end of a season, it has finished within the relegation positions which are relevant to that league (i.e. usually any of the bottom three league positions), bets on that team to be relegated will be settled as winning bets. If a team is otherwise disqualified, thrown out or removed from a league (i.e. in circumstances
other than those where it has finished the season within the relevant relegation positions): (i) if such team is disqualified, thrown out or removed from the league before the relevant season has started, all bets on the affected market will be void (and a new market will subsequently be loaded) and (ii) if such team is disqualified, thrown out or removed from the league after the relevant season has started (or a determination is made by the applicable governing body, during the season, that the team will be thrown out or removed from the league following the season's conclusion), all bets on the affected team will be void. For the avoidance of doubt, if a points deduction is imposed on a team such that it finishes the season within the relegation places which are relevant to the applicable league, bets on that team to be relegated will be settled as winning bets.

10.16 For 'Rock Bottom' markets:

a. All teams must complete all their league fixtures for bets to stand. If one or more teams do not complete all their fixtures for any reason this market will be void. Any fixture that is abandoned, but an official result is awarded, will be classified as a completed fixture, and bets on this market will stand. Any subsequent amendments to league tables after all games have been completed will not affect settlement of this market.

10.17 For Handicap Win and Handicap Bottom markets:

a. Goal difference does not count.

10.18 For 'Top at Christmas' and 'Bottom at Christmas' markets:

a. The market will be settled based on league position as of 25th December regardless of games played and any postponements and/or abandonments. For 'Bottom at Christmas' markets, if a listed team is disqualified, thrown out or otherwise removed from the league prior to the 25th December, all bets will be made void on the relevant market.
b. For Top Team from a particular Continent or other selection (for example Top South American, European or African Team), the market will be settled on the team that progressed furthest. Should two named teams play each other in the Final or 3rd/4th Playoff, the winner of the match will be deemed as having progressed furthest. Dead Heat rules apply if two or more teams, which have progressed furthest in a particular market, exit in the tournament at the same stage.
c. For Team Scoring Most Goals, Team Conceding Most Goals, Team Shown Most Cards, Total Tournament Goals, Team Top Goalscorer, Total Tournament Hat-tricks and City With Most Goals markets, extra-time is included, however penalty shoot-outs are not included.
d. For Team Shown Most Cards markets, only one card will count for a second bookable offence. If a yellow card shown is immediately followed by a red card shown the total number
of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two. For Player to Score a Goal, Player to Miss a Penalty and Player to Be Sent Off markets in respect of a particular tournament all bets will STAND irrespective of whether or not the player takes part during this tournament. Extra-time is included for such markets however, penalty shoot-outs are only included for Player to Miss a Penalty market and not for the other two. In the event of any dispute as to who has scored any goal, we will follow the decision made by the relevant governing body.

10.19 For "next goalscorer markets":

a. "first, second, third etc. goalscorer markets" or any other market relating to a particular specified goalscorer (including "player to score a goal markets"), own goals will not be taken into account. Should the 9nth(next) goal be an own goal then bets on the subsequent Scorer will be deemed winners. The active goalscorer market will always be representative of the next goal to be scored in the game regardless of the previous goal being an own goal.

10.20 For Goalscorer Match Bets markets:

a. The market will be settled on the player who scores the most goals in their respective games out of the players listed (the listed players may or may not be playing in the same game). The 'tie' will be the winning selection should both players score the same number of goals or both players not score. Both players must start (but need not finish) their respective games for bets to stand. Own goals will not count.

10.21 For 'Anytime Correct Score' markets:

a. This market offers betting on the chosen selection being the score at any time within 90 minutes of the match plus any injury time added. Where a match is 0-0 at the end of 90 minutes plus any injury time added, all selections will be losers. Extra time does not count.

10.22 For 'Extra Time Correct Score' markets:

a. This market applies to the result during the extra time period only. For the purposes of this market, the score shall be deemed 0-0 at the start of the extra time period.

10.23 For '10 Minute Markets':

a. "Goal Scored X – Y" markets are defined as betting on whether there will be a goal scored by one of the teams within the time period X – Y of the event's match clock.
b. "Corner Awarded X – Y" markets are defined as betting on whether there will be a corner awarded to one of the teams within the time period X – Y of the event's match clock.
c. "Card Shown X – Y" markets are defined as betting on whether there will be a yellow or red card shown to a player within the time period X – Y of the event's match clock.
d. Please be aware that although the current score, time elapsed and other data provided on the Sportsbook site is sourced from a "live" feed provided by a third party, you should be aware that this data may be subject to a time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk. The Sportsbook provides this data
'AS IS' with no warranty as to the accuracy, completeness or timeliness of such data and accepts no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

10.24 For all Monthly Premier League Markets:

a. The Sportsbook will use the standard Barclays Premier League competition format adjusted to treat each month as a separate competition beginning the 1st of the relevant month and ending at the final whistle of the final match of that month ("Month End").
b. On the 1st of every month, each premier league team is deemed to have no points accrued, goals scored, or goals conceded
c. Each Monthly Premier League Market, will be determined using the following points rules:
   1. Teams receive three points for a win
   2. One point for a draw
   3. No points are awarded for a loss
   4. Teams will be ranked by total points, then goal difference and then goals scored
   5. If after this there is still a tie between teams the Dead Heat Rule will apply.
d. Any postponed or rescheduled games will be included in the monthly market in which they are played and not the month in which they were originally scheduled. Bets will not be voided on any selection affected by any postponed or rescheduled games.
e. If the result of an abandoned or forfeited match is determined by the Premier League governing body, the Sportsbook will follow that result provided always that the result is determined before Month End, otherwise the Sportsbook will settle the Monthly Premier League Market based on the result as known at Month End (including by allotted 0 points to both teams if the result is unknown).
f. Except for the reversal of match results in accordance with the rule above, any points deductions issued by the Premier League governing body (for example for teams going into administration) will not be taken into account by the Sportsbook in the Monthly Premier League Market.

10.25 'Quickbet' markets:

a. Settlement in all cases will use the time of the event supplied to us by our data provider (such data provider to be selected by us at our absolute discretion from time to time).
b. If none of the stated outcomes occur during the stated period, all bets will be settled as losing bets.
c. For the 'goal' selection, a goal will be deemed to have been scored the moment the ball completely crosses the goal-line within the confines of the goal posts, provided that the referee ultimately awards the goal. For example, if the ball completely crosses the goal-line but the goal is not awarded because, for example a foul occurred before the ball crossed the line or because the referee did not believe that the ball did cross the line, then a goal will not be deemed to have been scored. Own goals scored will count towards settlement of this market.
d. For the 'free kick' selection, a free-kick will be deemed to have been awarded the moment the referee and or assistant referee signal any of the following: A direct free-kick following a foul, an indirect free-kick following a foul or offside offence but not a penalty kick, corner or drop ball.
e. For the 'corner' selection, a corner will be deemed to have been awarded the moment the referee and or assistant referee signal for the award of a corner.
f. For the 'goal kick' selection, a goal kick is awarded and timed according to when it was indicated by the referee and/or assistant referees. A kick out from the hands of the goalkeeper or a free kick taken by the goalkeeper is not a goal-kick.
g. For the 'throw in' selection, a throw in will be deemed to have been awarded the moment the referee and or assistant referee signal the award of the throw in.
h. For markets where "hit the woodwork is offered", this will be defined as the ball making contact with any part of the posts or crossbar from an attempt on the opponent's goal during active play. Shots that hit the woodwork on their way into the goal will count.
i. For 'Exactacca" markets, all bets are for 90 minutes only, extra time and penalties will not count. If a player at any stage participates in the game, they will be deemed a runner in the market. If a player does not participate, relevant selections will be void, and the bets settled at the combined price of the remaining selections.
j. First & Anytime assist markets:
   1. Settlement of this market will be taken from www.statbunker.com.
   2. Where www.statbunker.com do not offer a result for the assist of the 1st goal then the betting will apply for the 2nd goal and continue on to the 3rd goal etc. (until an assist is awarded for a goal).
   3. Own goals can count for settlement purposes where the preceding touch was by a member of the attacking team.
   4. If a player wins a penalty or a free kick that leads to a goal, it does not count as an assist.
   5. Bets taken on the first assist will be void if the player on whom a bet is placed does not take part in the game or if he or she comes on after the first goal is scored (and where an assist is awarded for that goal).
   6. If a player enters the field of play after the first goal is scored (and where an assist is awarded for that goal), the bet will be voided. If a player is sent off or substituted before the first goal is scored (and where an assist is awarded for that goal) bets on that selection will be settled as losing bets.

11 Tennis

a. For match betting markets, if a player or pairing retires in an ATP/WTA/Challenger Tour/Grand Slam/Davis Cup/Fed Cup/Hopman Cup match, the player or pairing progressing
to the next round (or winning the tournament in the case of a final) will be deemed the winner (unless the player/pairing retires before the conclusion of the first set, in which circumstances match bets shall be voided). Bets on all other tournaments or matches (such as ITF or exhibition matches) and bets on other markets (i.e. other than match betting markets) will be voided where a player or pairing retires (regardless of whether the retirement occurs during or following the first set) unless, in the case of bets on other markets, the outcome of the bet had been unequivocally determined prior to the time of the retirement (in which case, the bet shall stand and shall be settled accordingly).
b. When a player or pairing from any match is disqualified before the conclusion of the match, for the purpose of the settlement of all markets, the player/pairing progressing to the next round (or winning the tournament in the case of a final) will be deemed the winner and that player or pairing will also be deemed to have won all points/games/sets which would have followed the disqualification until the conclusion of the match.
c. All tennis bets (including any specials or statistics-based bets) will be settled in accordance with the official website of each tournament's governing body.
d. In the case of any settlement disputes, the Sportsbook's decision is final.
e. In the event of a change in the number of sets (or games per set) to be played, bets for match betting markets and "To Win First Set" markets will stand (save where the number of sets is reduced to one from a higher number of sets, in which case such markets will be voided). All other markets will be void. Where the format of the final set is changed (e.g. the number of games to be played in that set is changed) but the number of sets to be played remains the same, bets for match betting markets will stand.
f. In the event of a tennis event not taking place or if a player is given a walkover, bets on the event are deemed void (in this context, "event" refers to a single match-up between players, rather than the tournament itself).
g. In the event of a change to any of the following, all bets will stand:
   1. a change in court type (indoor to outdoor or vice versa)
   2. a change of playing surface (either before or during a match)
   3. a change of venue
   4. a change to the scheduling which affects the time or date of a match.
h. Where a player, pairing or team does not participate in a tournament (i.e. they are withdrawn prior to the start of their first match), all bets (including outright, quarter or special bets) involving that player, pairing or team will be voided and stakes will be refunded accordingly. Markets may be subject to a Rule 4 deduction.
i. A tournament must be completed in full for all markets relating to the outcome to stand. This includes: Name The Finalists, To Reach/Not to Reach Xth Round, Big Guns, Stage of Elimination or any tournament specials. For the Stage of Elimination and Not to Reach the Final markets, a player must play at least one point during the tournament for bets to stand.
j. Total Games/Handicap related markets: For the purposes of such markets, a tie-break is counted as one game. Forfeited points or games will count for final settlement purposes. As per the earlier rule listed on this "Tennis" section above, when a player or pairing from any match is disqualified before the conclusion of the match, for the purpose of the settlement of total games/handicap markets, the other player or pairing will be deemed to have won all points/games/sets which would have followed the disqualification until the conclusion of the match.
k. Champions Tie Breaks: In some competitions, matches that reach one set all are decided by a Champions tie-break.
   1. If a match is decided by a Champions tie-break then the Champions tie-break will be considered to be the third set.
   2. Where, for a match involving a champions' tie break, we erroneously accept bets on the winner of a specified game in the final set, on the total number of games in such set or on handicap markets relating to such set (or similar), the bets in question will be void.
   3. For the purpose of bets taken relating to Total Games market or Game Handicaps market for the match, the champions tie-break will be considered to be one game.
   4. A Champions tie-break will not count towards any 'Will there be a Tie-Break' markets and will not be treated as a tie-break for any markets involving the occurrence of a number of tie- breaks.
l. Game or Point related markets: If the wrong player has been set as the server for any individual game (Current or Next Game) then all markets relating to the outcome of that specific game will be void, regardless of the result. In the event of a game not being completed, all bets on the game will be void with the exception of Game to Deuce if the result has already been determined.
m. Games / Alternative Games / Exact Games Won Margin: These markets are resulted on the absolute difference in total games won by player A and total games won by player B. For example, if Player A wins 17 games and Player B wins 19 games during the match, the market will be settled based on the absolute difference (which is 2).
n. Aces / Double Fault related markets: The match must be completed for bets to stand, except in the case of the first ace or first double fault markets. These markets will be settled on the basis of official scoring providers or official tournament websites (and in the event of any discrepancies between data of official scoring providers and that of tournament websites, the data of tournament websites will take precedence). Notwithstanding the foregoing, for ace/double fault related markets:
   1. ITF matches will be settled on the basis of data from Sportradar and the tournament website of the ITF (and, in the event of any discrepancy, the data of the tournament website of the ITF will take precedence); and
   2. ATP and WTA matches will be settled on the basis of data from IMG and the tournament websites of ATP/WTA (and, in the event of any discrepancy, the data of the tournament websites of the ATP/WTA, as applicable, will take precedence).
o. Where a handicap is attributed to an entire market (e.g. the market is entitled "To Win - 1.5 sets)" and there is no handicap attributed to any individual selection within that market, the relevant handicap will be applied to each first named selection. For example, if a market is entitled "To Win – 1.5 sets" and one of the selections within the market is "Federer V Nadal", if the final score of the match is "Federer 3 sets, Nadal 2 sets", that selection will be settled as if it the final score had been "Federer 1.5 sets, Nadal 2 sets" (i.e. any bets on Federer will be settled as losing bets and any bets on Nadal will be settled as winning bets). Unless otherwise stated in the name/heading of a market or selection, totals/handicaps apply to the overall match (rather than to sets or games).

12 Cricket

12.1 General Rules
a. If a match is curtailed through external factors and there is no further play, bets placed on any-in play market once play has been curtailed will be void (except bets placed on
match betting).
b. If a match is cancelled before any play has taken place, then all bets will be void, unless the match is replayed within 48 hours of its advertised start time (in which case the bets
will stand).
c. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

12.2 General Settlement

a. All tournament and match markets will be settled on the basis of the official tournament results/match scorecards which are included on the ICC's official website. If there is no result available, then the website www.cricinfo.com will be used for settlement purposes.
b. A batsman that retires from an innings will not be considered as a wicket for settlement purposes.
c. The term "innings reaching its natural conclusion" refers to an innings which has not been closed due to external factors such as rain or bad light. A team being bowled out or declaring is considered to constitute the natural conclusion of an innings.
d. If the concussion rule is activated while a player is batting, all markets relating to that player will be settled based on that player being 'retired hurt'. If the concussion rule is activated prior to that player batting or bowling, they will be void from relevant markets.
e. Limited Overs Matches
   1. Match bets will be settled according to the winner as determined by official competition rules (including where matches are shortened due to adverse weather conditions or are decided by a bowl off) unless the winner is determined by the toss of a coin or the drawing of lots (in which case all match bets will be void).
   2. If a match is tied and the official competition rules do not determine a winner, bets on the outright result will be void unless the outcome is settled by a bowl off or super over
   (in which case the result of the bowl off or super over will stand for match betting). If the competition rules determine the winner by the toss of a coin, drawing of lots or higher seeding resulting from a previous round then bets will be void.
f. Test Matches
   1. If a match is abandoned due to weather before a ball has been bowled then all bets will be void.
   2. If a match is tied or abandoned for any reason other than weather then bets on the outright result will be void.
   3. If a match for which we did not offer a price for the draw ends in a draw then bets on the match result will be void.
   4. If either side forfeits their first innings then all bets specifically relating to the first innings will be void.
g. Series Betting
   1. When the full number of scheduled matches is not played then we reserve the right to void any specialty markets which relate to the series as a whole.
   2. If a series for which we did not offer a price for the draw ends in a draw then bets on the series result will be void.
h. Team Total Runs
   1. If a team's innings in a test match or county championship match lasts less than sixty overs due to external factors then bets on this market will be void. This does not apply if the innings has reached its natural conclusion.
   2. For limited overs matches, this market will be settled on the final score achieved by the batting side including any extras or penalty runs awarded during the innings. Should there be a reduction in the scheduled overs then settlement will still apply provided the reduction is no more than 20% of the entire innings allocation at the time the bet was placed (including any overs the team has already faced). Should the reduction be greater than 20% then all bets shall be void regardless of the final total made by the team. If a team is due to face less than 10 overs, then all bets will be void should there be any reduction in overs whatsoever.
   3. In matches for which we offer betting on the Team Total Runs for both teams, all bets placed on the second innings runs will stand regardless of the score achieved by the side batting first, provided neither team's innings is reduced by more than 20% of the entire innings allocation (including any overs already bowled when the bet was placed).
i. Top Team Batsman / Runscorer (Series)
   1. All in play or more (i.e. if a player does not take part in the series, bets placed on that player will stand).
   2. If two or more players score the same number of runs then dead heat rules will apply.
j. Top Team Batsman / Runscorer (Match)
   1. In a 2-innings match (test match or county championship), this market applies to the first innings only, unless otherwise stated.
   2. Depending on the type of match, unless stated otherwise, the following minimum number of overs must be bowled in the applicable team's innings for bets to stand:
      a) Test Matches: 50 overs
      b) County Championship: 50 overs
      c) 50 over match: 25 overs
      d) 40 over match: 20 overs
      e) 20 over match: 10 overs
   3. In all cases, however, bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting
   eleven are void.
   4. Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be settled as losing bets.
   5. If two or more players score the same number of runs then dead heat rules will apply.
   6. For limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction.
   7. Top Team Bowler / Wicket Taker (Series/Tournament)
      a) All in play or not (i.e. if a player does not take part in the series/tournament, bets placed on that player will stand).
      b) If two or more players take the same number of wickets, dead heat rules will apply.
      c) players take the same number of wickets, dead heat rules will apply. If no wickets are taken then the market will be voided.
   8. Top Team Bowler / Wicket Taker (Match)
      a) In a 2-innings match (test match or county championship), this market applies to the first innings only, unless otherwise stated.
      b) Depending on the type of match, unless stated otherwise, the following minimum number of overs must be bowled in the applicable team's innings for bets to stand:
         I. Test Matches: 50 overs
         II. County Championship: 50 overs
         III. 50 over match: 25 overs
         IV. 40 over match: 20 overs
         V. 20 over match: 15 overs
      c) In all cases, however, bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the
      starting eleven are void.
      d) Players named in the starting eleven that do not bowl are deemed to have taken part and bets on any such players will be settled as losing bets.
      e) If two or more players take the same number of wickets, dead heat rules will apply. If no wickets are taken then the market will be voided.
   9. Batsman Match Bets
      a) Unless otherwise stated, these markets will be settled on the number of runs scored in the first innings of a match only.
      b) If any of the players named in the market do not bat then the market will be void.
      c) Dead heat rules will apply if two or more of the named batsmen score the same number of runs (such number of runs being higher than the number of runs scored by each other batsman named in the market).
   10. Bowler Match Bets / Trios / Threesomes
      a) Unless otherwise stated, these markets will be settled based on the number of wickets taken in the first innings of a match only.
      b) In the event of players taking the same number of wickets where there was no draw price offered, dead heat rules will apply.
      c) All participants in the match bet must bowl at least one ball for bets to stand.
   11. Player Runs / Player Alternate Runs / Player Fours / Player Sixes / Player to score 50/100
      a) If the batsman finishes the innings not out as a result of a declaration, the team reaching the end of its allotted overs or the team reaching its target, the player's "not out" score will count for settlement purposes.
      b) If a batsman does not bat, bets on that batsman will be void.
      c) If a batsman is not in the starting 11, bets on that batsman will be void.
      d) If a batsman retires hurt but returns later, the total runs scored by that batsman in the innings will count for settlement purposes. If the batsman does not return later, the final result, for settlement purposes, will be as it stood when the batsman retired.
      e) In limited overs matches, bets on these markets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors (including bad weather) unless, at the time of the completion of the innings, the outcome of the bet had already been unequivocally determined.
   12. Number of Runs in a Session
      a) The result of this market is determined by the total number of runs scored in the course of the session regardless of which team(s) has/have scored the runs (i.e. if there
      is a change of innings during the session then the result will be determined by the combined number of runs scored, during the session, in both innings).
      b) There are three sessions per day in test cricket. The first session is from the start of play in the morning until lunch is called. The second session is from lunch until tea is called. The third session is from tea until the close of play. If fewer than 20 overs are bowled in any particular session then bets on the number of runs scored in that session will be void.
      c) Extras (wides, no-balls, byes and leg byes) do count towards the number of runs scored.
   13. Number of Wickets in a Session
      a) This market will be settled based on the total number of wickets lost in the session (regardless of which team loses them). If fewer than 20 overs are bowled in the session then all bets on the market will be void. Players retiring (e.g. because they are hurt) do not count as wickets.
   14. Runs in a Specified Number of Overs (e.g. 1st 15 Overs)
      a) The full number of specified overs must be played for bets to stand (unless the innings has reached its natural conclusion or further play could not, were it to occur,
      affect the result).
      b) Any change in fielding restrictions due to a reduction in scheduled overs will not affect the settlement of this market.
   15. Highest Score First 5/10/15 Overs
      a) If either team's innings in a limited overs match is reduced due to external factors then bets on this market will be void unless the result was already unequivocally determined before any reduction in overs was announced.
      b) Bets will stand if the innings is shortened due to it reaching its natural conclusion. In a two-innings match this market only applies to the first innings unless stated otherwise. In the event of a tie where we did not offer a "tie" or "draw" selection, all bets will be settled
      as a dead heat.
   16. Highest Opening Partnership
      a) If either team's innings is shortened after the commencement of play then all bets on this market will be void, unless the result has already been unequivocally determined before the reduction in overs.
      b) In a two-innings match, this market only applies to the first innings unless stated otherwise. In the event of a tie then the tie selection is the winner and all other bets are losers. If we do not offer a "tie" or "draw" selection then all bets will be settled as a dead heat. In the
      event of a batsman retiring hurt (or otherwise voluntarily for any other reason), this market will be settled according to the score when the first wicket falls.
   17. Next Man Out
      a) Should no further wickets be taken in the innings then bets on this market will be void.
      b) If either of the batsmen retires hurt then bets on this market will be void and a new market will be made.
   18. Team to hit the most sixes
      a) If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market will be void regardless of how many sixes are hit prior to, or after, any announced reduction in overs.
      b) Bets will stand if either innings is shortened due to it reaching its natural conclusion.
   19. Super Over/Any additional overs above the allotted amount
      a) In a limited overs competition which employs a super over (or other such similar initiative) to determine the winner of a match in the event of a tie, runs scored in the super over are not included in the settlement of any runscorer or wicket taker markets (e.g. Batsmen Total Runs, Team Total Runs, Top Team Runscorer, Batsmen match bets, Top Team Bowler).
      b) In addition, any sixes hit in a super over will not be included in the settlement of "Team to score most sixes" and "Total number of sixes" markets.
   20. Next Over: Over/Under Runs/Run Margins
      a) This market will be settled based on the total number of runs achieved in the over (including any extras awarded).
      b) In the event of an over not being completed, all bets on that particular index shall be void. This does not apply if the innings reaches its natural conclusion.
   21. Four/Six in x Over
      a) Bets in this market will be settled where a boundary (four or six) is hit in the named over. The runs must come off the bat. Players running four/six and/or extras do not count for this market.
   22. Over/Under Total Match Sixes/Fours
      a) If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void regardless of how many sixes/fours are hit prior to, or after, any announced reduction in overs. However, bets will stand
      if either innings is shortened due to it reaching its natural conclusion.
   23. First Over: Over/Under Total Runs
      a) Bets will be settled on the total number of runs scored in the first over of the first innings of the match. This will include any extras or penalty runs.
      b) The over must be completed for bets to stand unless the result is already unequivocally decided.
      c) All bets shall be void if the first over is not fully completed due to external factors, unless the result is already unequivocally determined at such time as the reduction in overs takes place.
      d) For Limited Overs Matches, First Over Runs will be settled on the score at the end of the first over regardless of any reductions in overs.
   24. First Ball of the Match
      a) This market will be settled on the outcome of the first completed delivery, excluding any deliveries declared as dead ball.
      b) In limited overs cricket, this market will be resulted on the first ball of the match regardless of any reductions in overs providing it is bowled.
   25. Team of Top Match Runscorer
      a) For test matches and county championship matches, this market will be settled based on the overall top score achieved in the first innings of either side.
      b) Should either side face less than their allocated number of overs in their innings for any reason (other than the innings reaching its natural conclusion) then all bets on this market will be void. However, the market will be settled should the result already be determined before any reduction in overs.
      c) For limited overs matches, all bets shall be void should there be any reduction to either side's innings before or after the commencement of play.
   26. Team leading after First innings
      a) If the team batting second faces less than 20 overs in their innings for any reason (other than the innings reaching its natural conclusion) then all bets on this market
      will be void.
      b) In the event of a tie, bets will be void.
   27. Total Match Runouts
      a) If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market will be void.
      b) Bets will stand if either innings is shortened due to it reaching its natural conclusion.
   28. Fall of Next Team Wicket (i.e. the score on which it will fall)
      a) If the batting team reaches the end of its allotted overs, reaches its target or declares before the specified wicket falls, the next team wicket will be deemed to have fallen for the total score achieved by the batting side.
      b) For settlement purposes, a batsman retiring hurt does not count as a wicket.
      c) In limited overs matches, bets will be void if the innings has been reduced due to external factors (including bad weather) unless, at the time of the completion of the innings, the outcome of the bet had already been unequivocally determined. Results will be considered to have been unequivocally determined if the line at which the bet was placed is passed or the wicket in question has fallen.
   29. Team Wickets Lost
      a) In a limited overs match, this market will be settled based on the number of wickets lost by the team in their innings.
      b) Should the innings be shortened for any reason (other than it reaching its natural conclusion) then all unequivocally decided bets will be settled while all others
      shall be void.
      c) In a test match, this market refers to the total number of wickets lost by the team in its second innings only.
   30. Highest Score After First Over
      a) This market will be void if there is any reduction in overs prior to the second over of the team batting second.
   31. Team Total Match Sixes/Fours
      a) This market shall be void should there be any reduction in overs of the innings of the team in question unless the market has been unequivocally decided prior to any reduction in overs being announced.
   32. Century(100)/half-century (50) in Match/1st Innings
      a) These markets are offered on a single player (rather than an entire team) to score a century or a 50 in the match or first innings (as applicable).
      b) Market void should there be any reduction in overs due to external factors unless the market has been unequivocally decided prior to any reduction in overs
      being announced.
k. Most Run Outs
   1. This market will be settled provided neither side loses more than 20% of their initial allocation of overs due to external factors (unless the market has been unequivocally decided prior to any reduction in overs being announced).
l. Bowler Match Wickets
   1. This market will be settled for any bowler named in the starting eleven regardless of the number of overs he bowls. However, if the overs of the batting side are reduced by more than 10% of their initial allocation, this market will be voided (save where the outcome has been unequivocally decided prior to any reduction in overs being announced).
m. Innings Extras
   1. This market shall be void should the innings in question be reduced by more than 10%.
n. Highest Series Single Innings Score
   1. This market will be settled based on which team scores the highest score in a single innings of the applicable test series.
   2. In the event of a tie, dead heat rules will apply to this market.
o. Player Performance Markets
   1. Points will be awarded to players in the following manner:
      a) 1 point per run scored with the bat
      b) 10 points per catch taken in the field
      c) 20 points per wicket taken with the ball
      d) 25 points per stumping carried out by a wicket keeper
   2. A ball must be bowled in the third innings of the match for bets to stand.
   3. For limited overs matches, all bets will be void should there be any reduction to either side's innings before or after the commencement of play (unless the reduction is due to the innings reaching its natural conclusion).
p. 1st Innings Margin
   1. This market will be settled based on the difference in the total runs scored by each team in the first innings of the match.
   2. If a team's innings in a test match or county championship match lasts less than sixty overs due to external factors then bets on this market will be void. For the avoidance of doubt, this does not apply if the innings have reached their natural conclusion.
q. 1st/2nd Innings Bowled Out
   1. This market will be settled as "yes" if the team in question loses all its wickets inside the allotted overs. The market will be settled as "no" if they are not out at the conclusion of the innings. If there is any reduction in overs, except where the innings reaching its natural conclusion, then all bets on the market will be void.
r. Margin Betting
   1. If the match is tied and goes to a super over, this market will be settled as a tie. If either team's innings in a limited overs match is reduced by more than 10% due to external factors then bets on this market will be void.
s. Six and Out
   1. This market will be settled if, during a match, a player hits a "six" and also takes a wicket. Players named in the starting eleven that do not bat/bowl are deemed to have taken part and bets on any such players will be settled as losing bets.
   2. Bets placed on any player who is not named in the starting eleven will be void.
   3. Should the innings be shortened for any reason other than it reaching its natural conclusion then all unequivocally decided bets will be settled while all others shall be void.
t. First/Second Innings Highest 5 Over period
   1. If either team's innings in a limited overs match is reduced due to external factors then bets on this market will be void.
   2. For Limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction.
u. Runs Scored at loss of 4 wickets
   1. This market will be settled based on the total number of runs scored at the fall of the fourth wicket.
   2. If the fourth wicket doesn't fall, the market will be settled based on whatever score the team has achieved at the end of the innings.
v. To win the Match/Top Team Runscorer Double
   1. In a 2-innings match (i.e. test match or county championship), the top team runscorer part of this market applies to the first innings only (unless otherwise stated).
   2. Depending on the type of match, the following minimum overs must be bowled in the winning team's innings for bets to stand:
      a) Test Matches: 50 overs
      b) County Championship: 50 overs
      c) 50 over match: 25 overs
      d) 40 over match: 20 overs
      e) 20 over match: 10 overs
   3. However, in all cases, bets will stand if the innings reaches its natural conclusion in fewer overs than the above requirement. Bets placed on any player not named in the starting eleven will be void.
   4. Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be settled as losing bets.
   5. If two or more players score the same number of runs then dead heat rules will apply.
   6. For limited overs matches – Should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction.
w. Top Team A/B Runscorer double/Top Team Runscorer/Top Team Wicket Taker Double
   1. In a 2-innings match (i.e. test match or county championship), this market applies to the first innings only (unless otherwise stated).
   2. Depending on the type of match, the following minimum overs must be bowled in the applicable team's innings for bets to stand:
      a) Test Matches: 50 overs
      b) County Champion