

## **Fatbet Pty Ltd t/a Fatbet Betting Rules**

### **Racing (Thoroughbred/Harness/Greyhounds)**

11.1. When a race meeting is transferred from one racecourse to another, all betting Rules will apply as if the meeting was not transferred.

11.2. If a race meeting is postponed, all wagers on the postponed meeting are cancelled.

11.3. Where a race meeting is transferred from one racecourse to another, the limit shall be for the course on which the meeting should have been held.

11.4. Where there are eight (8) or more runners in a race, a place dividend shall be paid on first, second and third places.

11.5. Where there are seven (7), six (6) or five (5) runners in a race, a place dividend shall be paid on first and second places only. When a Client has bet on a Tote based product, Place wagers will pay down to however many placing's the major Australian TAB's determine as appropriate for that bet type. Major Australian TAB's shall be defined as the Victorian TAB (STAB), the NSW TAB, the Queensland TAB (UBET).

11.6. Where there are less than five (5) runners in a race, all wagers shall be on a "Win Only". If late scratching of a runner or runners reduces the field below five (5) runners, all non-tote place bets will be refunded if there is no possibility for a collect.

11.7. If a runner is scratched, all bets placed after the declaration of the final field, will be refunded on that runner (providing the bet wasn't placed prior to the barrier draw on an "All-In" basis). All other runners will be subject to a deduction, applicable to the face value of winning bets where the bet was placed at a fixed price, for either: Win, Each Way, or Place Only. In the event of a horse being withdrawn late by order of the stewards, all wagers will be paid as stewards direct, including deductions on remaining runners.

11.8. In the case of fixed price racing bets, if the time of bet placement is after the official time for the declaration of final acceptances for an event, bets placed after the time for final acceptances but before Fatbet makes any adjustment to the prices it has set for the event following a withdrawal shall stand subject to Fatbet's scale of deductions as applying to the prices offered by Fatbet for that contestant at the time of its scratching.

11.9. In the event of a field reducing in size from 8 runners to 7 or less runners, for wagers placed via the Internet, Fatbet will pay three dividends on all fixed odds place bets struck prior to the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards.

11.10. In the event of a field reducing in size from 5, 6 or 7 runners to less than 5 runners, for wagers placed via the Internet, Fatbet will pay two dividends on all fixed odds place bets struck prior to the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards.

11.11. In the event of a field reducing in size from 10 or more runners to 9 runners or less, for wagers placed via the telephone, Fatbet will pay three dividends on all each way fixed odds bets struck prior to

the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards. In the event of there being an odds-on runner in the field at the time the wager was struck then the place portion is paid at Middle Tote odds, regardless of field size.

11.12. If a client places a Fixed Odds Place wager over the Internet and there is only 5, 6 or 7 runners then Fatbet only pays 1st and 2nd regardless of whether the Tote pays 1st, 2nd and 3rd dividends courtesy of late scratching's.

11.13. If a wager on a horse racing event, apart from a wager placed on a Live Betting or "In-the run" market, is inadvertently accepted in respect of an event after its start time, the wager shall be deemed to have been made invalidly and the wager will be refunded to the Client's Account. For the purpose of this clause, "inadvertently" means that Fatbet had no knowledge that the event in question had started and the wager was accepted in good faith. A reference to "Live Betting Market" means a promotional market where a Client can place a fixed odds win bet on a horse racing event after it has begun.

11.14. Content such as form guides and speed maps are an accessory that may contain errors. While we try to correct reported faults or incorrect content as soon as we reasonably can, we make no guarantee that our betting platforms and any content within them are error-free.

11.15. Below is a description of Fatbet Racing Products on offer. Depending on the status of the race meeting, differing products will be available daily as stated on the Fatbet website.

### **Exotics**

For all Racing Exotics, (Quinella, Exacta, Trifecta, First Four and Quadrella) are paid at the dividend declared by the Victorian TAB (STAB).

All exotic payouts are capped to a maximum of the pool total held by the Victorian TAB (STAB). We reserve the right to apply a payout limit across all Racing Exotics, in all codes.

### **Multi Bets**

A Multi Bet (All-Up Bet) is the combination of numerous single bets which multiply the individual odds creating the total dividend. Fatbet accepts Multi Bets up to 20 legs, including a combination of Racing and Sports.

Fatbet maximum dividend for this product is \$1,001. Multi Bets cannot be placed on "dependent events".

### **Fixed Odds**

Fixed Win and Fixed Place odds are the odds received at time of placement. Fixed odds are available on the Fatbet website, and may be subject to deductions where there is a late scratching. Once bets are confirmed, fixed odds are not subject to fluctuation.

### **Starting Price (SP)**

Starting Price (SP) is the official final bookmaker's price when the race jumps. For all International Thoroughbred & Harness Racing, excluding French Racing, the final fixed price offered by Fatbet will be deemed as the Starting Price "SP". For all French Thoroughbred and Harness Racing where a Fixed Price is not offered by Fatbet, the official Starting Price "SP" will be as declared by the PMU (as per

<http://www.horseraces.pmu.fr>). Starting Price (SP) for all other racing events will be the official final bookmaker's price when the race jumps.

The maximum win dividends payable for SP, STAB and are:

- a) \$26 for Greyhound Racing.
- b) \$51 for Harness Racing; and
- c) \$101 for Thoroughbred Racing.

11.15. Where these Rules state that a dividend is to be paid as declared by a particular Tote, and that Tote fails to declare a dividend within ten (10) minutes of the other Australian Totes declaring a dividend, Fatbet will pay the dividend which is the lower of the dividends that were declared by the other Australian Totes.

11.16. Fatbet may cancel wagers where there are signs of pool manipulation which can include but is not limited to increase in pool size, dividends outside normal dividend combination parameters taking into consideration fixed odds of participants / runners.

11.17. Fatbet may place a limit on the payout (final odds) where there is reasonable suspicion of pool manipulation having occurred (e.g. Payout at the fixed odds SP place dividend or payout no greater than 100% higher than the next best Australian tote), subject to adjudication by the Racing Victoria or the Victorian Commission for Gambling and Liquor Regulation.

11.18. If a tote pool goes down either on-line or via the telephone and the pools are distorted, then Fatbet reserves the right to omit these dividends when paying out. I.e. If the NSW Tote pool is down, the higher of QLD and VIC will be paid for Best Tote Products. For middle tote products, the dividend will be deemed to be the lower of the two declared dividends.

11.19. In the event that one of the Major Australian TAB's for promotional reasons or otherwise, returns elevated dividends due to them foregoing their normal take-out margin, Fatbet reserves the right to declare its Best Tote dividends at the higher of the other two Australian Totes. Only "Win Only and Each Way" single wagers will be eligible (Multi Bets are ineligible) and Fatbet management's decision on the matter will be absolute and final.

11.20. If a meeting is abandoned or postponed to another date, single bets are void and wagers will be refunded. Affected Multi Bets will be recalculated excluding that leg.

11.21. Where a race meeting is transferred from one racecourse to another, all betting rules and limits will apply as if the meeting was not transferred.

11.22. Regardless of whether a Futures event (All in betting) has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.

11.23. Fatbet reserves the right to cancel any bet where Fatbet considers the bet is unfairly advantaged regarding starting times of events.

11.24. Dead Heat Rule – In the event of a Dead Heat or Draw, where such an option was not offered for betting purposes, the ticket will be paid out at face value divided by the number of Dead Heating winners of the event. If the bet was placed at the tote product, Fatbet pays on the re-framed Tote dividends.

11.25. The Fatbet products and wager types are intended for Bona Fide Clients, that is, those clients who always act in good faith, sincerely, without fraud and who place wagers with Fatbet for the purpose of recreation and entertainment.

11.26. If no bet type is specified, the default bet type will be a Win Only Bet at the applicable Tote Based product.

11.27. At the discretion of Fatbet management, Tote pools under \$1000 may be disregarded in the calculation of Best Tote and Middle Tote dividends.

11.28. Fatbet reserves the right to restrict the maximum dividend paid out for Win and Place bets to \$101.

11.29. Subject to the conditions of our Victorian Bookmaker's License, Fatbet reserves the right to refuse the whole or part of any wager.

### **Racing Exotics**

12.1. All Fatbet Exotics are available on either mobile applications or the Internet.

12.2. Fatbet Racing exotics are paid on winning combinations at the dividends declared by the Victorian TAB (STAB)

12.3. In the event of a jackpot, the Fatbet dividend is calculated by taking the Victorian TAB (STAB) Jackpot and dividing it by the number of \$1.00 winning units. Where the total of winning units held by Fatbet is less than one, the flex % held is multiplied over the jackpot amount to determine the dividend.

12.4. In the unlikely event that the location where the wager is struck is not covered by the Victorian TAB, the dividend will be paid at the lower dividend displayed by the other two major Australian TAB's.

12.5. Notwithstanding maximum win limits detailed in section 8, Fatbet reserves the right to limit total payout to any individual(s) on any bet type. If the total Fatbet payout on any bet type exceeds the Victorian TAB tote pool, Fatbet reserves the right to limit the total payout to clients to the amount of the Victorian TAB pool on that bet type.

12.6. In the event of a Dead Heat for any of the place getters, there will be as many dividends as there are correct order combinations as declared by the Victorian TAB (STAB).

12.7. Fatbet operates on the following Exotics:

### **Quinella**

A Quinella is when two runners are selected to place first and second in any order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

## **Exacta**

An Exacta is when two runners are selected to place first and second in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

## **Trifecta**

A Trifecta is when three runners are selected to place first, second and third in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

## **First Four**

A First Four is when four runners are selected to place first, second, third and fourth in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

## **Quadrella/Quaddie**

A Quadrella is when the winners are selected in four consecutive races listed on the Quaddie Race card. If a selected runner is scratched or declared a non-runner after the wager is confirmed, that portion of the wager will be transferred to the substitute favourite as declared by S-TAB.

## **Flexi Betting**

Flexi Betting allows you to take a Quinella, Exacta, Trifecta, First Four or Quadrella at an outlay to suit your own budget. This way you can have multiple selections for a smaller outlay. Simply make Your selections and nominate the total amount you wish to spend on Your bet. Your bet will cost whatever you choose – and if you win you will receive a percentage of the full \$1 STAB dividend. For example, let's say you wish to box five runners in a Trifecta. This bet would normally cost \$60 for a \$1 unit. If you decide you want to spend \$15, that's all it will cost. \$15 represents 25% of a full \$1 unit (total cost of \$60), meaning if successful, you will receive 25% of the full \$1 STAB Trifecta dividend. Thus, if the winning Trifecta dividend is \$200 for \$1, you will collect \$50. The minimum wager for Flexi Betting is \$1.

12.8. For Flexi Betting or Pick Your Own Stake wagers on Quinellas, Exactas, Trifectas, First Fours, and Quaddies, Fatbet pays all dividends and winning combinations as declared by the selected Tote subject to the limits set out above.

12.9. Unless otherwise stated, and subject to the above, for Metropolitan Thoroughbred venues, for Quinellas, Exactas, Trifectas and First Fours, Fatbet pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$15,000 per Client per event.

12.10. Unless otherwise stated, and subject to the above, for Non-Metropolitan Thoroughbred venues, all Harness venues and all Greyhound venues, for Quinellas, Exactas, Trifectas and First Fours, Fatbet pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$10,000 per Client per event.

12.11. Unless otherwise stated, and subject to the above, for Quaddies, Fatbet pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$10,000 in all non-metropolitan Thoroughbred venues, all Harness venues and all Greyhound venues per Client per event; and a maximum payout of \$15,000 applies to all metropolitan Thoroughbred venues per Client per event. e. For all Fatbet Exotics, where the event is in a location that is not covered by any Tote that is governed by an Australian State Government's regulations, the dividend and winning combinations declared will be settled to a maximum payout of \$5,000 per Client per event. Unless otherwise stated, for the purposes of these Terms, any race meeting conducted out of Australia shall be deemed to be a non-metropolitan Thoroughbred venue. Where a leg of an Exotic bet is abandoned or declared "no race", the dividend for that Exotic bet will be paid or refunded in accordance with the Middle Tote dividend for Australian Metropolitan Thoroughbred Racing, and S-TAB for Non-Metropolitan Thoroughbreds, International Thoroughbred Racing, Harness and Greyhounds.

12.12 Racing Derivatives These can include; Head To Head, Favourite Out, Favourite vs Field, Inside vs Outside, Half vs Half and Odds vs Evens. For the avoidance of doubt, any winning selection in the Head to Head market must finish in the first 4 placings to be resulted as a winner.

In the event any runner is a late scratching after you have placed a bet then your selection will be refunded

### **Scratching's and Deductions**

Australian Thoroughbred Bets Prior to the Official Price Commencing (25 mins Metro, 20 mins Provincial). For scratching's that occur prior to the opening of an official market (usually available 25 minutes prior to the official race start time for Australian Metro Thoroughbred meetings and 20 minutes prior for Australian Provincial Thoroughbred meetings) Fatbet will apply a deduction as per the Schedule of Deductions table in the T&C's.

Australian Thoroughbred Bets Post the Official Price Commencing (25 mins Metro, 20 mins Provincial). For scratching's that occur after the opening of an official market (usually available 25 minutes prior to the official race start time for Australian Metro Thoroughbred meetings and 20 minutes prior for Australian Provincial Thoroughbred meetings) Fatbet will apply deductions as declared by the Stewards in the Official Price Portal.

International Thoroughbred, All Greyhound and All Harness Racing Bets. For scratching's that occur after the declaration of Final Field, all bets placed are subject to deductions as calculated in accordance with the applicable Schedule of Deductions listed in the Schedule of Deductions.

Deductions on Victorian racing will be taken in accordance with the Racing Victoria Schedule of Deductions found here: <https://www.racingvictoria.com.au/wagering/deductions>

### **Schedule of Deductions**

#### **Fixed Odds/Win Deductions/3 Places/2 Places**

1.01/0.76/0.26/0.4

1.02/0.75/0.26/0.4

1.04/0.73/0.26/0.4  
1.08/0.72/0.26/0.4  
1.12/0.71/0.26/0.4  
1.18/0.69/0.26/0.4  
1.2/0.69/0.26/0.39  
1.22/0.67/0.26/0.39  
1.24/0.65/0.26/0.38  
1.35/0.62/0.26/0.38  
1.4/0.6/0.25/0.37  
1.45/0.56/0.25/0.37  
1.5/0.55/0.25/0.37  
1.55/0.53/0.24/0.36  
1.6/0.51/0.24/0.36  
1.65/0.49/0.24/0.35  
1.7/0.47/0.24/0.34  
1.75/0.46/0.23/0.34  
1.8/0.45/0.23/0.34  
1.85/0.44/0.23/0.33  
1.9/0.43/0.23/0.33  
1.95/0.41/0.22/0.32  
2/0.4/0.22/0.32  
2.1/0.39/0.22/0.31  
2.15/0.37/0.21/0.31  
2.2/0.36/0.21/0.3  
2.3/0.35/0.21/0.29  
2.35/0.34/0.21/0.29

2.4/0.33/0.2/0.29  
2.45/0.31/0.2/0.28  
2.6/0.3/0.19/0.27  
2.7/0.29/0.19/0.27  
2.8/0.28/0.18/0.26  
2.9/0.27/0.18/0.25  
3/0.26/0.18/0.25  
3.2/0.24/0.17/0.23  
3.3/0.23/0.16/0.22  
3.4/0.22/0.16/0.22  
3.6/0.21/0.15/0.21  
3.7/0.2/0.15/0.21  
3.8/0.2/0.15/0.2  
3.9/0.19/0.14/0.2  
4.4/0.18/0.14/0.19  
4.6/0.16/0.14/0.18  
4.8/0.15/0.13/0.17  
5.5/0.13/0.12/0.15  
6/0.12/0.12/0.15  
6.5/0.11/0.11/0.14  
7/0.1/0.1/0.13  
7.5/0.09/0.09/0.12  
8/0.08/0.08/0.11  
9/0.07/0.07/0.1  
10/0.06/0.06/0.08  
11/0.05/0.05/0.07

13/0.04/0.04/0.06

15/0.03/0.03/0.04

18/0.02/0.02/0.03

27/0.02/0.02/0.02

31/0/0/0

34/0/0/0

35/0/0/0

41/0/0/0

46/0/0/0

51/0/0/0

61/0/0/0

67/0/0/0

71/0/0/0

81/0/0/0

91/0/0/0

101/0/0/0

126/0/0/0

151/0/0/0

201/0/0/0

251/0/0/0

301/0/0/0

501/0/0/0

1001/0/0/0

### **Racing Futures Events - Thoroughbred, Greyhound & Harness**

13.1 Futures betting is available on selected Thoroughbred, Greyhound and Harness events. There are two types of Futures events; Pre Nominations and Nominations -

13.2 Pre Nominations - All bets placed prior to the official nominations being declared are accepted on a Refund If Not Nominated basis. (i.e refunds will be provided for runners who are not officially nominated in an event after first nominations are taken). The rules for these events will be displayed on the race card indicating 'Refund If Not Nominated'. No deductions apply for bets placed on these events.

13.3 Nominations - All bets placed prior to the declaration of Final Field are accepted on the basis that the event is All In. (i.e no refunds will be provided for runners who do not take their place in the final field. The rules for these events will be displayed on the race card indicating 'All In'. No deductions apply for bets placed on these events.

13.4 Abandoned, Transferred and Postponed Meetings - Regardless of whether a Pre Nominations or Nominations Futures event is abandoned, postponed or transferred from the original date, all bets stand until the completion of the event. If the event is postponed and not held within seven days or less of the day of the original date, all bets will be refunded. If new nominations are taken for the event, all bets shall be refunded.

13.5 Protest Payout - Protest payout only applies to bets placed on Final Field markets. All Racing Futures events are not eligible for the Protest Payout.

### **Same Race Multi**

14.1 Same Race Multi betting is available on selected Australian & International Thoroughbred and Greyhound races.

14.2 Same Race Multi betting will become available for Australian and New Zealand Thoroughbred events after 09:30AM local track time, once fixed odds win prices are available for the event. International races will become available for betting at the sole discretion of Fatbet.

14.3 Same Race Multi betting will become available for Australian and New Zealand Greyhound events approximately 10 minutes prior to event start time. International races will become available for betting at the sole discretion of Fatbet.

14.4 Same Race Multi betting for thoroughbred events is only available for races that have six or more runners in the race and Same Race Multi betting for greyhound events is only available for races that have seven or more runners in the race.

14.5 Should an event be resulted and the number of runners is less than six, all Same Race Multi bets will be deemed void and the stake refunded.

14.6 The maximum number of legs in a Same Race Multi bet is four.

14.7 Dead heat rules apply to Same Race Multi bets. In the event of a dead heat, the ticket will be paid out at face value divided by the number of dead heating selections per finishing position.

14.8 If one or more selections in the Same Race Multi bet are scratched, the Same Race Multi bet becomes void and the stake refunded.

14.9 If one or more selections are scratched in an event, but the selections are not part of a Same Race Multi bet, deductions will be applied as per the deduction methods outlined in the Schedule of Deductions

14.10 Cash Out is not available for Same Race Multi bets.

14.11 Price Bump is not available for Same Race Multi bets.

14.12 Same Race Multi prices are calculated based on the permutations of each selection in the bet and do not represent a multiplication of the odds for each selection.

14.13 If a Same Race Multi bet is combined with one or more bets to form a multi bet, if the Same Race Multi leg becomes void, the multi will be recalculated excluding that leg.

14.14 Except for Same Race Multi bets, Multi bets will not be accepted where the outcome of one part of the bet relates to the outcome of another. If a client advertently or inadvertently takes a related outcome in a multi bet, the bet shall be deemed void.

14.15 The maximum odds for a Same Race Multi bet is \$10,001.

14.16 The maximum payout for Same Race Multi bets is as follows:

(a) Australian Thoroughbred Racing \$25,000

(b) New Zealand Thoroughbred Racing \$10,000

(c) Australian Greyhound Racing \$10,000

(d) New Zealand Greyhound Racing \$10,000

(e) International Thoroughbred Racing \$10,000

(f) International Greyhound Racing \$10,000

14.17 The maximum payout amounts apply whether a customer places a single Same Race Multi bet, or a series of Same Race Multi bets containing the same selections. If a customer places a series of Same Race Multi bets using the same selections (irrespective of whether the bets are placed on different dates and using different odds), with the consequence that the total payout attributable to the Same Race Multi bets exceeds the maximum payout, the additional Same Race Multi bets will be deemed void and the stake refunded. At no stage will Fatbet's liability for a single or series of Same Race Multi bets involving the same selections exceed the maximum payout. Fatbet reserves the right to apply the maximum payout limits across wagering accounts held by different customers (and to deem any Same Race Multi bets void and refund the applicable stakes) if it considers that Same Race Multi bets involving the same selections are being placed by customers acting in concert with one another.

1.1.18 Fatbet reserves the right to suspend, change or cancel Same Race Multi bet availability at any time, including in respect of any events for which Same Race Multi betting has been advertised as being available.

## **Sport Betting Rules**

### **Athletics**

15.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meeting.

15.2. All bets will be paid on the official result as per the podium presentation. However, if a protest occurs and the official results change inside of 24 hours, then the event will be re-settled. No doping cases will be considered and as such, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.

15.3. A participant that is disqualified due to an infringement (e.g. False Start) will be deemed to have taken part in the event.

15.4. For head-to-head matchups, both competitors must start the event.

### **Australian Rules Football (AFL)**

16.1. Payouts are based on the official declared result. Any extra time played is included for betting purposes. For matches without extra time, a draw is always included for margin betting and any bets placed on either team to win by a margin will be considered losing bets in the case of a draw. In these matches, any bet placed on either side at the head to head option is paid in accordance with the 'dead heat rule' i.e. Half Face Value of the Ticket.

16.2. When a match is abandoned or postponed and played within 7 days of the original scheduled date, all bets stand. Once the 7 days have expired, all single bets are void and wagers refunded. Any Multi Bet will be recalculated to exclude that leg.

16.3. For all statistical based markets (i.e. Top Goal Scorer, Most Disposals etc), statistics will be taken from the AFL website ([www.afl.com.au](http://www.afl.com.au)) for payout purposes.

16.4. Any bet on a player is refunded if they are not in the final 22.

16.5. Where the venue of any match is changed, all single bets will be void and stakes refunded. Affected Multi Bets will be recalculated excluding that leg.

16.6. In the event of a finals match which includes extra time, all markets are paid after the extra time period, except for Margin betting (where the draw is an outcome) and HT/FT doubles.

16.7. Premiership markets will include any replays required. A premiership market will not be available once the two grand finalists are known. From this point on, only match betting on the Grand Final will be available.

16.8. For match betting on a Grand Final, the betting is specific to the next match played. In the case of a draw, bets will be settled and will not carry over to any replay, and a new market will be framed for any subsequent matches.

16.9. Any bets placed on the "Most Losses" market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses, the position will be determined by "For and Against" as published by the governing body.

16.10. All bets placed on the Top-Vic and Top Non-Vic markets are resulted based on the team finishing higher on the ladder after the Home and Away season. If teams finish on the same number of points – dead heats are decided by percentage.

### **Baseball**

17.1. Games are official after 5 innings of play. If the home team is leading, the game is official after 4.5 innings of play. The Money Line is paid on the official result of the game as ratified by the official MLB governing body.

17.2. For Run Line betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand.

17.3. For Run Totals betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand, with the exception being that at any time the Run Total is exceeded, the wager is official.

17.4. All bets stand regardless of whether there is a change in the nominated starting pitcher for either team.

17.5. If a game is abandoned or postponed to another date, wagers stand provided the match is played within 24 hours. If the match does not resume in that timeframe, single wagers are void and refunded, whilst affected multiple wagers will be recalculated excluding that leg.

17.6. First Half wagers are based on the first 5 innings, and the full 5 innings must be played, unless the home side is in front after 4.5 innings. In the event any market lands on the flat number, even if 0.0, all bets on the number will be a push.

17.7. For First Innings wagers, both teams must complete their first innings for bets to stand.

17.8. Any bets placed on the Home v Away for the days play, i.e. winning side or total runs for the day, will be void if any game on that designated day does not reach its natural conclusion, i.e. the game must run at least 8.5 innings. If any game is cancelled or postponed then all bets are also void. The bet is void regardless if the days totals have already been exceeded. If there is a pitching change this does not affect settlement for total days bets.

17.9. In the event of double-headers in the Australian Baseball League (ABL) or any other applicable league, all Game #1 are 7 inning games and are priced and settled accordingly. In the event of the match being scheduled for the full 9 innings all normal rules apply.

17.10. If any match is scheduled for 7 innings (or any other match length) by the leagues governing body, and the match is not shortened due to weather or any other reason in play, all bets will stand even if there is nothing specified on the game itself.

## **Basketball**

18.1. All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

18.2. If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half).

18.3. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

18.4. Overtime counts for all markets except for markets that strictly specify on the result within a quarter/half. (For example, 4th quarter winner, 2nd Half total points etc).

18.5. All bets are settled on the outright result (including overtime if required). Quarter & Half markets require the entire quarter or half to be played in full for bets to stand.

18.6. Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.

18.7. Match Winner & Total Points Double & includes overtime.

18.8. Line and Total Points Double includes overtime.

18.9. Highest scoring half wagers include overtime for the second half.

18.10. Outright markets include the playoffs unless otherwise specified. Conference Winner and Tournament winner bets will be settled at the end of the play-offs. Conference rankings at the end of the regular season do not count. Division winner markets are regular season markets.

18.11. In all player performance markets, selected player must take the court for bets to stand. Final player performance statistics include overtime Player prop Head to Head, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.

18.12. In the event of a tie within season long player statistic markets, dead heat rules apply. All players are available to be quoted for if not listed on site. If a player not listed in a market wins, that player falls under the "Quote Others" option and all bets on any other players will be deemed as losing bets.

### **Basketball – Australia**

18.13. All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

18.14. If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half).

18.15. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

18.16. Overtime counts for all markets except for markets that strictly specify on the result within a particular quarter (For example, fourth quarter winner, fourth quarter total points etc).

18.17. All bets are settled on the outright result (including overtime if required). Quarter & Half markets require the entire quarter or half to be played in full for bets to stand.

18.18. Second Half markets do not include overtime.

18.19. Match Winner and Total Points Double includes overtime.

18.20. Line and Total Points Double includes overtime.

18.21. Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.

18.22. Highest scoring half wagers include overtime for the second half.

18.23. Outright markets include the playoffs unless otherwise specified.

18.24. In all player performance markets, selected player must take the court for bets to stand.

18.25. Final player performance statistics include overtime.

18.26. Player prop Head to Head, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.

18.27. Player prop Head to Head, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.

18.28. In the event of a tie within season long player statistic markets, dead heat rules apply. All players are available to be quoted for if not listed on site. If a player not listed in a market wins, that player falls under the "Quote Others" option and all bets on any other players will be deemed as losing bets.

#### Basketball – Other

18.29. All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

18.30. If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half).

18.31. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.

18.32. Overtime counts for all markets except for markets that strictly specify on the result within a particular quarter. (For example, fourth quarter winner, fourth quarter total points etc).

18.33. All bets are settled on the outright result (including overtime if required). Quarter and Half markets require the entire quarter or half to be played in full for bets to stand.

18.34. Second Half markets do not include overtime.

18.35. Fourth Quarter markets do not include overtime.

18.36. Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.

18.37. Match Winner and Total Points Double includes overtime.

18.38. Highest scoring half wagers include overtime for the second half.

#### **Boxing**

19.1. Where a fight is abandoned or postponed, the bout must be fought within 14 days of the original scheduled date for wagers to stand. Once the 14 days have expired, all single wagers are void and refunded. Affected multiple wagers will be recalculated excluding that leg.

19.2. All wagers on either fighter to win will be decided by the judges decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.

19.3. If a price is offered for the Draw, in the event of a Draw all wagers on either boxer to win will all be losing bets and the Draw will be the winning option. If there is a "technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded.

19.4. In "Pick the Round" betting, if a boxer fails to answer the bell, the fight will be deemed to have ended in the previous round.

19.5. If the scheduled number of rounds are changed, then all wagers are void and refunded.

19.6. The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.

19.7. An Over/Under (total) listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. Thus, 9 and a half rounds would be one minute and thirty seconds of the 10th round. The halfway point of a two-minute round is at the one-minute mark.

## **Cricket**

20.1. All matches are paid on the official result.

20.2. In Test Match cricket if the match finishes in a tie, all bets on either team are paid as per the Dead-Heat rule, while bets on the Draw are resulted as losing bets. If a match is officially abandoned, (e.g. due to dangerous pitch conditions etc.) then all undecided bets on the match are void. Bets on Domestic First-Class matches (4 or 5 day matches) will be paid on most points by team.

20.3. In all forms of limited over cricket, if the match finishes in a tie, all bets are paid as per the Dead-Heat rule -unless a subsequent tie-breaker method is used to determine the winner (e.g. Super-Over, Bowl-off etc). Therefore, the outcome will be settled on the result of this method. If the match is declared a 'no-result' bets are void. Note that all exotic betting options are resulted prior to any tiebreaker. If a match is transferred to a reserve day, all wagers will stand.

20.4. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction of any Innings is of 1 or more Overs in a Twenty 20 match, and of 2 or more in other limited Overs matches. In any case that the reduction of any Innings is less than 1 Over in a Twenty 20 match, and less than 2 Overs in other limited Overs matches, bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. Both players (or the player if only one player in bet type) must reach the crease or bowl a delivery for bets to stand. Please note, in 1st ball dot market, a wicket is not deemed a "dot".

20.5. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction over the duration of the match is 4 Overs in a Twenty 20 match, and 20 or more in other limited Overs matches. In a case that the reduction over the duration of the match is less than 4 overs in a Twenty 20 match, and of less than 20 Overs in other limited Overs matches, bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. Both players (or the player if only one player in bet type) must reach the crease or bowl a delivery for bets to stand.

20.6. Player must be in Starting XI for bets to stand, but they do not have to face or deliver a ball. In the event of a tie, dead heat rules apply. For limited overs cricket, 50% of originally scheduled overs for the nominated innings must be completed for bets to stand, unless target has been reached or team has been bowled out. In the event no wicket is taken at all in an innings, then all bets on "Most Wickets" markets for that innings are void.

20.7. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs.

20.8. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction over the duration of the innings is 2 overs in a Twenty 20 match, and 10 or more in other limited Overs matches. In a case that the reduction over the duration of the innings is less than 2 overs in a Twenty 20 match, and of less than 10 Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

20.9. The nominated team is the team batting. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs.

20.10. The nominated team is the team batting. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction of any Innings is of 1 or more Overs in a Twenty 20 match, and of 2 or more in other limited Overs matches. In cases that the reduction of any Innings is less than 1 Over in a Twenty 20 match, and less than 2 Overs in other limited Overs matches, bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

20.11. Player must be in Starting XI for bets to stand, but they do not have to face or deliver a ball. In the event of a tie, dead heat rules apply. For limited over cricket, 50% of originally scheduled overs for the nominated innings must be completed for bets to stand, unless target has been reached or team has been bowled out. Bets will be void if any player is not in Starting XI.

20.12. Player performance is an accumulation of points from their match performance. Points are official result and as per [espnccricinfo.com](http://espnccricinfo.com) decision. 1 point per run scored with the bat, 10 points per catch taken in the field, 20 points per wicket taken with the ball, 25 points per stumping carried out by the wicket keeper, 30 points for a Caught and Bowled.

20.13. Super Over Points do not count towards Player Performance Points.

### **Cricket - Test Matches**

20.14. A ball must be bowled in the third innings of the match for bets to stand.

20.15. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs. For clarification if a century is scored after rain delay all bets are void.

20.16. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs. For clarification, if a player has not been dismissed prior to rain interruption then all bets are void. If a nominated batsman does not reach the crease, nor a nominated bowler bowl a delivery all bets on that player will be void.

20.17. If a player fails to face a delivery/is not out or is given out in any other manner (Hit Wicket) the bets will be void.

20.18. The nominated team is the team batting. If a player fails to face a delivery/is not out, the bets will be void.

20.19. The nominated team is the team batting. If a player fails to face a delivery/is not out or is given out in any other manner (Hit Wicket) the bets will be void.

20.20. Match result is paid on the official result. If your selected player is not in the Selected XI, the bet still stands.

20.21. Bets refunded if a selected player is not in Starting XI. For options with 2 players involved, if either player is not in the Starting XI, or reach the crease (but not necessarily face a ball)/bowl a ball all bets are off.

20.22. If a bet is involving a single player and fails to reach the crease/bowl a ball all bets will be refunded.

20.23. Market will be settled on if a player hits a six and 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 are losers. Bets placed on any player not named in the starting eleven will be refunded. If the match loses more than 20% of overs then bets will be refunded unless outcome has already been reached. Super Over Catches and 6's do not count.

20.24. Man of the Match will be paid 1st) per [espncricinfo.com](http://espncricinfo.com) scorecard alternatively by Official post-match presentation if not available on [espncricinfo.com](http://espncricinfo.com). Bets refunded if a selected player is not in Starting XI. Dead Heat Rule applies for joint winner. Bets void if no winner.

20.25. Bets refunded if either player doesn't open the innings. If rain intervenes and either batsman is not out for under 10 runs and no outcome has been reached, bets are void.

20.26. Bets refunded if either player doesn't open the innings. If rain intervenes and both batsmen are not out or target reached with no wickets lost bets are void.

20.27. The nominated team is the team bowling. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs.

20.28. The nominated team is the team batting. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction over the duration of the match is 4 Overs in a Twenty 20 match, and 20 or more in other limited Overs matches. In a case that the reduction over the duration of the match is less than 4 overs in a Twenty 20 match, and of less than 20 Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

20.29. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 1 or more Overs in a Twenty 20 match, and of 2 or more in other limited Overs matches. In case that the reduction per Innings is less than 1 Over in a Twenty 20 match, and less than 2 Overs in other limited Overs matches, bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

20.30. Bet is paid on the first boundary scored off the bat, for clarity any leg bye, bye, batsman running 4 do not count and any 4s scored in these methods are disregarded for settlement purposes on this bet type.

20.31. Selected team must bat first or bets are void. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 1 or more Overs in a Twenty 20 match, and of 2 or more in other limited Overs matches. In case that the reduction per Innings is of less than 1 Over in a Twenty 20 match, and of less than 2 Overs in other limited Overs matches, bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

20.32. Pays on the winner of the official toss result. Bets will be void if any doubt over any bets placed after toss winner has been decided. 20.33. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs. For clarification, if a half century is scored after rain delay all bets are void.

20.34. The nominated team is the team batting. If there is any reduction in overs for the nominated team then all bets are void, unless the outcome has already been reached prior to any reduction in overs. Should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction of any Innings is of 1 or more Overs in a Twenty 20 match, and of 2 or more in other limited Overs matches. In case that the reduction of any Innings is of less than 1 Over in a Twenty 20 match, and of less than 2 Overs in other limited Overs matches, bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

20.35. Man of the Match will be paid 1st as per [espncricinfo.com](http://espncricinfo.com) scorecard alternatively by official post-match presentation if not available on [espncricinfo.com](http://espncricinfo.com). Bets refunded if a selected player is not in Starting XI. Dead Heat Rule applies for joint winner. Bets void if no winner.

20.36. Pay on the team which has the most batsmen dismissed by Run Out. For the avoidance of doubt, if a customer backs "Australia (Most Run Outs)" and 3 Australian Batsmen are run out, and 1 English batsman is Run Out, the bet will be deemed a winner. Should the intervention of rain result in either side losing 2 or more overs from their innings, all bets on the market will be void.

20.37. First Innings Lead – Both teams must be bowled out or declare their first innings for bets to stand. In the event of a tie, dead heat rules apply.

20.38. Series Correct Score – If the number of matches to be played in a series changes from the number envisaged by the market offered, all bets are void.

20.39. Top Series Run Scorer/Wicket Taker – In the event of a tie the Dead-Heat Rule applies. Betting is 'All In' and bets will stand if at least one game has been completed in the series.

20.40. If a bet is placed "live" on any cricket market after a rain delay has taken effect, then bets will stand. If there are subsequent rain delays after the bet was placed and an outcome has not been reached, bets will be void.

20.41. For Series Batting and Bowling match ups, both players must play 50% or more of the series matches for bets to stand.

20.42. Top Team Batsman in a 2-innings match market applies to the first innings only, unless otherwise stated.

## **Cycling**

21.1. Cycling bets are settled as per the official classification listing at the time of the podium presentation. Any overturned decisions are not recognised for betting purposes.

21.2. Outright markets are conducted on an "All-In" basis. No refunds will be given for non-starters. This will include any Group Betting where the number of competitors is 9 or more.

21.3. For any Head to Head bets, both cyclists must cross the starting line for bets to stand.

21.4. For any Head to Head bets, if a cyclist retires, the other cyclist who finishes the race is deemed the winner. If both cyclists retire, whoever retired second is deemed the winner. If this cannot be determined all bets are void.

21.5. For Team Matchups, all nominated riders of a team must start the event for bets to stand.

## **Darts**

22.1. At least 3 legs must be played or bets will be void unless otherwise specified.

## **Golf**

23.1. Bets are refunded for any player that does not tee off in any tournament.

23.2. All Tournament Betting includes any playoff holes.

23.3. For the Place portion of Each Way bets and other placing bets (i.e. Top 10), the dead heat rule will apply for players tied for the bottom position.

23.4. When a tournament is shortened, wagers will be settled on the official result regardless of the number of rounds played. If any bets have been placed at the conclusion of a day's play in a tournament where there is no further play, those bets will be void and refunded.

23.5. If a tournament is officially abandoned or not completed within 14 days of commencement, all wagers are void unless a result has already been reached.

23.6. In all Tournament Group Betting and Tournament Head to Head markets (i.e. Tournament Head to Heads, Nationality, Tournament Group and Trio Betting), all players must complete 36 holes for bets to stand. Playoffs are excluded for betting purposes. All players must complete 18 holes for Round Match betting (i.e. Matchups, 2 & 3 Balls).

23.7. In any group market, the winner is the player who completes the most holes, and if the players have completed the same number of holes, the player with the lowest score is deemed the winner.

23.8. For any market featuring a player to lead at the end of round, that round must reach completion for bets to stand.

23.9. In any Make/Miss the Cut market, the player must complete at least 36 holes for bets to stand.

23.10. A player is deemed to have made the Cut, if the player is eligible to play the round after the Cut is made even if the player chooses not to play on.

23.11. For top x markets, all bets are paid after the completion of the nominated regulation holes. i.e. if 6 players make a playoff, all 6 players get paid at 5/6 of the face value of the ticket for the purposes of top 5 betting.

23.12. A player is not deemed to have completed the holes played in a round if they are not awarded a score for the round completed. If they are disqualified but still receive an official score, the round is deemed complete.

## **Gridiron/NFL**

24.1. All bets are paid on the official final score, which includes any overtime that is played unless otherwise specified.

24.2. All matches must run to the completion of the designated normal time period, in order for bets to stand.

24.3. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

24.4. Where there is a flat line (i.e. 7.0), and the result falls on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

### **Handball**

25.1. All bets are paid on the result from the official governing body. Match must run to completion for bets to stand otherwise all bets will be refunded.

### **Ice Hockey**

26.1. For all NHL matches, all Match Winner, Line and Totals markets include any overtime and shootout. If a shootout takes place to decide the outcome of a match, only one goal will be awarded to the winning team. The only market to be resulted at the conclusion of normal time is the Regulation Winner market.

26.2. All matches must run to the completion of the designated normal time period in order for bets to stand.

26.3. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

### **Mixed Martial Arts**

27.1. Where a match is abandoned or postponed, the bout must be fought within 14 days of the original scheduled date for wagers to stand. Once the 14 days have expired, all single wagers are void and refunded. Affected multiple wagers will be recalculated excluding that leg. The exception to this rule will be if the bet was placed when the fight was still in the unconfirmed fights" list in which case the bets will stand until the date in the comment on the specific event expires.

27.2. All wagers on either fighter to win will be decided by the judges decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.

27.3. If a price is offered for the Draw, in the event of a Draw all wagers on either boxer to win will all be losing bets, and the Draw will be the winning option. If there is a technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded. If there is no draw listed in the betting then dead heat rules apply, and all bets are paid as half face value.

27.4. In "Pick the Round" betting, if a fighter fails to answer the bell, the fight will be deemed to have ended in the previous round.

27.5. If the scheduled number of rounds is changed, then all wagers are void and refunded.

27.6. The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.

27.7. For all stat based markets and for any official ruling, [ufc.com](http://ufc.com) will be the source of all results.

27.8. An Over/Under (total) listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five-minute round. Thus, 2 and a half rounds would be two minutes and thirty seconds of the 3rd round.

### **Motor Racing**

28.1. All bets placed on Motor Racing are settled as per podium presentation. Any overturned decisions after the podium presentation are not recognised for betting purposes.

28.2. All outright markets are conducted on an "All-In" basis. Therefore, no refunds are paid on any competitor who is a non-starter.

28.3. For Head to Head matchups, both drivers must cross the starting line for bets to stand.

28.4. On Safety Car "Yes/No" markets, a virtual safety car will not count as a Safety Car.

28.5. The Dead Heat rule will apply to first retirement bets, where more than one competitor retires on the same lap number.

### **Netball**

29.1. All bets on Match Winner, Line and Totals markets are paid on the official final score, which includes any overtime that is played unless otherwise specified.

29.2. All matches must run to the completion of the designated normal time period, in order for bets to stand.

29.3. All Margin Bets and Half Time/Full Time Doubles are paid on the result at the end of normal time. Extra time is not included.

29.4. If a match finishes in a draw and no extra time is played, all head to head bets are paid under the Dead Heat Rule. i.e. all bets are paid at half face value of the ticket.

29.5. If a game is abandoned, postponed to another date, the game must resume within 24 hours, otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

### **Olympic Games**

30.1. All wagers are settled as per result at medal/podium ceremony. In the event of a disqualification, the medal/podium ceremony will count as the final result and determine settlement of bets. For the Olympic Games all events will be settled on the official IOC results at the time of the medal/podium ceremony only.

30.2. Unless otherwise stated in the market or the Specific Rules below; all bets will be settled according to the Rules for the relevant sport and/or the relevant Sports Betting Rules.

30.3. The Dead Heat Rule applies to all markets.

30.4. Where an event is postponed and played within 30 days of the original scheduled date, all bets stand. Once the 30 days have expired, all single bets are void and wagers will be refunded while affected Multi Bets will be recalculated excluding that leg.

30.5. In the event of a match not taking place, bets of this match are deemed void.

### **Rugby League**

31.1. Payouts are based on the official declared result.

31.2. Full Time markets include any extra time.

31.3. Normal Time markets do not include any extra time.

31.4. Second Half markets do not include any extra time.

31.5. Dead heat rules apply to any head to head bet that doesn't offer a draw or equivalent option.

31.6. When a match is abandoned or postponed and played within 7 days of the original scheduled date, all bets stand. Once the 7 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any multi bet will be recalculated to exclude that leg.

31.7. For Time of First/Last Try Markets, payouts are based on the official clock.

31.8. All Try Scorer bets are based on who is recorded as the try scorer on the official NRL site. Even in the event of a Penalty Try if a player is awarded the try, they will be credited with the try for betting purposes. If no player is credited with a try, and only deemed a "Penalty Try" then this try is not counted in any player try scoring markets.

31.9. Any bet on a player is refunded if they are not in the squad of 17.

31.10. All bets stand regardless of venue change.

31.11. Any bets placed on the "Most Losses" market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses, the position will be determined by "For and Against" as published by the governing body.

31.12. All bets placed on the Top-NSW and Top Non-NSW markets include any finals action. If more than one team gets eliminated in the same week of the finals then Dead Heat Rules Apply.

31.13. All bets placed on the Halfway leader market are decided at the halfway point of the season, unless a specific round is nominated. If two or more teams are on the same amount of competition points, the team with the best for and against are deemed the winner of this market.

### **Rugby Union**

32.1. Payouts are based on the official declared result, including the end of any additional extra time. If the result of a match is a Draw after extra time, Dead Heat rules apply for Head to Head markets. Conditions do apply to some specific markets, namely with a Draw as any option. HT/FT Doubles and all

Margin Bet types are resulted at the end of normal time, excluding any extra time played. A price for the Draw will always be included in Margin Betting.

32.2. When a match is abandoned or postponed and played within 7 days of the original scheduled date, all bets stand. Once the 7 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any Multi Bet will be recalculated to exclude that leg.

32.3. If a match does not commence or is cancelled prior to the conclusion of the 1st half, all bets are VOID regardless of the official result. If a match is abandoned in the second half, the match result is paid and all other markets are void unless there has been an unconditional outcome reached.

32.4. Any bets placed on the "Most Losses" market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses the position will be determined by "For and Against" as published by the governing body.

32.5. For Time of First/Last Try Markets, payouts are based on the official clock.

32.6. Any bet on a player is refunded if they are not in the squad of 22.

32.7. In the case of a Penalty Try being the First Try – all First Try Scorer bets carry over to the 2nd Try. If a Penalty Try is the Last Try, all Last Scorer bets pay on the 2nd last Try Scorer.

32.8. All bets stand regardless of venue change.

32.9. For Six Nations betting, the grand slam refers to a victory against all other teams in the competition. The Triple Crown refers to one of England, Scotland, Ireland or Wales defeating the three other teams in the market. Draws are not considered victories.

32.10. For the purposes of determining the outcome of any Try Conversion market, a penalty try will not be considered if 7 points are automatically awarded (no conversion attempt). In this case, the outcome of any Try Conversion market will be determined based on the occurrence of the next 5 point try scored where a conversion attempt is made.

## **Snooker**

33.1. For bets to stand both players must start the match and the match must run to completion.

## **Soccer**

34.1. All bets are paid on the result at the end of normal time. This includes any injury time added by the referee. Extra time and penalty shootouts do not count in determining the final result of any match where a Draw price is quoted.

34.2. For some matches, a "To Qualify/Progress or Tournament Winner" market may be available. For these markets, no Draw price is quoted therefore the result is paid at the conclusion of the match whether that be in normal time, extra time or after a shootout.

34.3. All exotic markets unless specified are always paid at the conclusion of normal time (including injury time).

34.4. When a match is abandoned or postponed and played within 2 days of the original scheduled date, all bets stand. Once the 2 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any Multi Bet will be recalculated to exclude that leg.

34.5. In the event a match does not run for 45-minute halves (plus injury time) all bets on the match are void, unless the length of the halves is known well in advance of betting and the odds are priced accordingly.

34.6. For all "First Goal Scorer" markets, "To Score A Goal" markets, etc. – if no goals are scored all bets are deemed losers.

34.7. For the purposes of First Goal Scorer/ Any Time Goal scorer markets etc, an Own Goal is ignored for these markets. In the case of "First Goal Scorer" all bets carry over to the second goal scorer. In the event there are no further goals scored all bets are deemed losers. For all other player-based goal scorer markets any own goal scored is ignored.

### **Surfing**

35.1. All bets stand regardless of the length of any delay or change of venue.

35.2. All outright markets are based on an "All-In" basis. No refunds will be given for non-starters.

35.3. For each-way betting, dead heat rules apply for surfers knocked out in the semi-final stage.

35.4. For Heat Betting, all surfers in that heat must enter the water for bets to stand.

### **Swimming**

36.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.

36.2. All bets will be paid on the official result as per the podium presentation. However, if a protest occurs and the official results change inside of 24 hours, then the event will be re-settled. No doping cases will be considered and as such, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.

36.3. A participant that is disqualified due to an infringement (e.g. False Start) will be deemed to have taken part in the event.

### **Tennis**

37.1. A match is deemed to have started with the first serve of the match. Tennis outright bets are accepted "all in" and if a player withdraws before or during a tournament the bet stands.

37.2. In the event of a match not taking place or if a player is given a walk over, bets on this match are void.

37.3. In the event of a change in the number of sets to be played, match bets, first set market bets will stand, all other markets will be void.

37.4. If a player withdraws or is disqualified after the first set has been completed, the player progressing to the next round or who is awarded the match by the umpire will be considered the winner and all head to head wagers will be paid as such. If the first set has not been completed, all match bets will be void.

37.5. If a match does not run to conclusion, any markets (except for match betting) that are not unconditionally determined will be void.

37.6. For any wager on handicap or total games, the match must run to conclusion or bets will be void, except if the result of either option is already determined.

37.7. All bets on the "Set Betting" market are void if the match does not run to completion. Except if there is no possible chance of the bet being successful. i.e. Back player X to win 2-0 and already lost first set prior to retiring.

37.8. 1st Set Score and 1st Set Winner bets are finalised upon completion of the first set regardless if the remainder of the match runs to completion.

37.9. For the avoidance of doubt, it is possible for a player to lose the match but cover a minus handicap. i.e. Player A is -1.5 – if they lose the match 67, 60, 67 they will still cover the minus handicap.

37.10. If a player retires and no tie break already played, then the market is void. If a tie break has already been played, the market is paid as yes.

37.11. If a retirement occurs before the completion of the 2nd set in a best of 3 set match, or before the completion of the 4th set in a best of 5 set match, bets on the "Number of Sets" market are void. If a retirement occurs after the completion of the 2nd set in a best of 3 set match, the "Number of Sets" market will be resulted as a 3-set match. If a retirement occurs after the completion of the 4th set in a best of 5 set match, the "Number of Sets" market will be resulted as a 5-set match.

### **Same Game Multi (SGM) Rules**

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

### **Australian Rules Football (AFL)**

#### **1. SELECTION AND BET RESULTS**

All AFL SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void. For instance, selections on a team to win a match where the game finishes in a draw, whether the final result has been determined with or without extra time, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a quarter or half finishes scoreless, then goal or point-scoring selections such as First or Last Goalscorer for that period will be settled as losers.

## 2. EXTRA TIME

All AFL matches will be settled on the official declared result including any extra time.

## 3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include extra time if it occurs. For example, a total second half points selection would include the points scored in both the second half and extra time.

## 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the field of play during a match, selections specific to that player will be void. For instance, a selection on a certain player to kick a goal in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or interchange/emergencies) and never took the field, the selection and therefore bet would be void.

## 5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

## 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the field of play. The rules outlined below are all applied subject to and subsequent to the application of this rule.

2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to kick a goal, in a game where the required points have been reached and the player did kick a goal before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.

3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first goal scorer selection, in a game where a different player kicked the first goal and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

## **Rugby League**

### 1. SELECTION AND BET RESULTS

All rugby league SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where the game finishes in a draw, whether the final result has been determined with or without extra time, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a half or match finishes scoreless, then goal or point-scoring selections such as First or Last Tryscorer for that period will be settled as losers.

### 2. EXTRA TIME

All rugby league matches will be settled on the official declared result including any extra time.

### 3. SECOND HALF MARKETS

All second half market selections do include extra time if it occurs. For example, a total second half points selection would include the points scored in both the second half and extra time.

#### 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the field of play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or substitutes) and never took the field, the selection and therefore bet would be void.

#### 5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

#### 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the field of play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score a try, in a game where the required points have been reached and the player did score a try before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

### **NFL**

#### 1. SELECTION AND BET RESULTS

All NFL SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser.

For instance, selections on a team to win a match where it is a tie after overtime, even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a quarter, half or match finishes scoreless, then touchdown or point-scoring selections for that period (e.g. Player to Score a 1st Half Touchdown) will be settled as losers.

If one more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponement) will be resulted according to the rules outlined in section 6 of this document.

#### 2. OVERTIME

All NFL matches will be settled on the official declared result including any overtime.

#### 3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include overtime if it occurs. For example, a total second half points selection would include the points scored in both the second half and overtime.

#### 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player participates in at least one play at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player does not participate in a single play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score a touchdown in the second half would be active (and therefore settled as a loser) if that player participated in the first play of the match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced and did not participate in any plays whatsoever, the selection and therefore bet would be void.

#### 5. POSTPONED AND INCOMPLETE MATCHES

If a match is postponed or incomplete, all bets will stand if the game is subsequently resumed or played within the same scheduling week of the NFL schedule (Thursday – Wednesday local stadium time) as the originally scheduled start time. All bets placed on games which are postponed and commence outside their originally designated scheduling week will be void, and stakes will be refunded.

## 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the same scheduling week rule for postponed matches as described above. If it is halted during play, and then resumed and completed during the same scheduling week, all bets will stand also as per section 5. If a game is halted after commencing but prior to completion, and it is not resumed and completed within the same scheduling week, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet been on the field for at least one play. The rules outlined below are all applied subject to and subsequent to the application of this rule.

2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score a touchdown, in a game where the required points have been reached and the player did score a touchdown before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.

3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

### **Basketball**

#### 1. SELECTION AND BET RESULTS

All basketball SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void. For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to NBA or NBL matches as they play repeated overtime periods until a team wins, but

may be applicable to other basketball leagues or competitions as per their individual competition rules. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not.

## 2. OVERTIME

All basketball matches will be settled on the official declared result including any overtime.

## 3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include overtime periods if they occur. For example, a total second half points selection would include the points scored in both the second half and any overtime periods played.

## 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player enters the court as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the court during a match, selections specific to that player will be void. For instance, a selection on a certain player to score 10.5+ points in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the court during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and never took to the court, the selection and therefore bet would be void.

## 5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

## 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply: 1. SGMs will be void if they include at least one selection involving a player who has not yet entered the court as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule. 2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score 10.5+ points, in a game where the required points have been reached and the player did score more than 10 points before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome. 3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first player to score selection, in a game where a different player scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be

affected in any way by whether the game was subsequently abandoned or not. 4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

### **Football (Soccer)**

#### 1. SELECTION AND BET RESULTS

All football SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, a ‘Team A to win in extra time’ selection in a match that did not advance to extra time would be settled as a loser, as would a ‘Team to get most corners’ selection where both teams record the same number of corners. If a half, full match or relevant period of a match finishes scoreless, then goal-scoring selections such as ‘First player to score’ for that period will be settled as losers.

#### 2. EXTRA TIME / PENALTIES

BetBuilder bets placed on football apply exclusively to the 90 minutes of regulation time plus injury time, unless it is explicitly stated the bet applies to extra time and/or penalties. Where such wording does exist, it will be applied on a selection-by-selection basis; that is, the remaining selections of the bet will be settled on the regulation plus injury time result. In the absence of such wording, bets will be settled on the match result after the 90 minutes of regulation time plus injury time. As such, a match tied after regulation and injury time, where one team goes on to win in either extra time or penalties, will be settled with the match result of a draw. Match officials determine whether the full 90 minutes and injury time is to be played or has been played.

#### 3. DETERMINATION OF RESULTS / MATCH EVENTS

All markets will be settled on the result and events of a match as per the most authoritative immediately available sources. Resettling of markets may be undertaken at Sportcast’s discretion where those sources contained errors that were later amended, but substantive retrospective changes to match results, such as dubious goals panels or results being reversed or overturned due to ineligible players, will not alter settlement of BetBuilder markets.

#### 4. PLAYER-SPECIFIC MARKETS

If a player never enters the field of play during a match as an active player (i.e. a member of the starting eleven, or a substitute brought onto the pitch), selections specific to that player, and therefore the entire bet as per section 1, will be void. This rule refers to any player-related markets involving goals, cards, or

any other individual statistics, and is supplemented by the period-related player selection rules in section 5.

## 5. BET PERIOD RULES

The periods below (1 – 6) are sections of matches that can be selected in conjunction with the markets listed in section 9. They are settled as per the following parameters:

1. 90 mins – This refers to the 90 regulation minutes of a match, plus injury time. Match officials determine whether the full 90 minutes and injury time is to be played or has been played. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle do not count.
2. 1st 10 mins - This refers to the first 10 minutes of the match (00:00 to 09:59). Corners, penalties or free kicks awarded in this period but not taken until after 10:00 will not count. Any event that occurs after 10:00 or later within the match will not count. Any event occurring before the official start of the match does not count.
3. 1st half - This refers to the first half of the match only, including any injury time minutes played within it. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time) will not count.
4. 2nd half - This refers to the second half of the match only, including any injury time minutes played within it. Any event occurring before the second half (first half or during the half time break) or after the final whistle will not count.
5. Each half - This refers to an event happening in both halves of the match. If the chosen event happens in neither half, or within only one half of the match, this will be deemed a losing selection. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.
  - a. 'Each half' player-related selections will stand if the player participates in any part of the first half of the match. If the player does not participate in the first half, then 'each half' player selections will be voided.
6. Either half - This refers to an event happening in one or both halves of the match. If the chosen event does not happen within the match this will be deemed a losing selection. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.
  - a. 'Either half' player-related selections will stand if the player participates in the match at any point. For example, a selection on a player to score in either half will be settled as a winner if they score in the first half, but are substituted at half time or earlier, and do not participate in the second half at all. Either half selections on a player who does not participate in the match at all will be voided.

## 6. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 48 hours (inclusive) of the originally scheduled start time, all bets will stand. All bets placed on games played which commence more than 48 hours past the originally scheduled start time will be void. Once the 48 hours have expired, all bets are void and stakes will be refunded. Matches which have had their start time

altered well in advance of their scheduled commencement (e.g. to accommodate live TV or tournament requirements, or to ease fixture congestion) may not be classified as postponed, at Sportcast's discretion. Sportcast will inform all clients in a timely fashion of all instances in which such discretion has been applied.

## 7. ABANDONED MATCHES

Matches will be deemed as abandoned if they commence, but then do not reach their natural conclusion within 48 hours of the originally scheduled start time. Per section 6, matches where a referee removes the players from the field of play for a period of time, but the remaining minutes of play take place within 48 hours of the original start time, will not be regarded as abandoned.

If a match is abandoned prior to commencement, it falls within the 48-hour rule for postponed matches as described in section 6. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet participated in the match as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the match is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total goals selection and a certain player to score, in a game where the required goals total had been reached and the player did score before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total goals selection where a match is abandoned while the total goals are still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total goals selection, in a game abandoned while the total goals are still below the required amount, will be treated as void. In this case, the total goals selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 8. VENUE CHANGES AND NEUTRAL VENUES

If the venue of a match is changed from the one advertised, all bets on that match will be voided. For matches played at a neutral venue, all bets will stand regardless of the order in which the teams are listed, and of whether or not the game is or had been explicitly listed as being played at a neutral venue.

## 9. SPECIFIC MARKET RULINGS

1. Who will win? – You are betting on the result, i.e. Team A, Draw or Team B.
2. Who will score? – You are betting on whether a nominated player will score a goal. Own goals do not count towards this market.
3. Who will get carded? – You are betting on whether the nominated player will receive a yellow or red card. Only cards shown to players currently on the pitch within the match will count. Cards shown to managers, players on the bench or after the match do not count.
4. How many match/team corners? – You are betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is retaken, it will only count as one corner. Corners in extra time do not count towards the total.
5. How many team goals? – You are betting on how many goals a nominated team will score. Own goals committed by the opposing team are included in the settling of this market.
6. How many match/team booking points? - You are betting on whether the total number of booking points is above or below the stated total. Cards issued in extra time do not count towards the total, nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.
  - a. Yellow card = 10 & red card = 25 booking points respectively. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 35 booking points.
7. How many match/team cards? – You are betting on whether the total number of cards is above, below or equal to the stated total. Extra time does not count towards the total nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.
  - a. Yellow card = 1 & red card = 2 respectively for the purposes of this market. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 3 cards. No player can receive more than 3 cards for settlement purposes. A player receiving a yellow card then a straight red card receives 3 cards for settlement purposes. A straight red on its own counts as 2 cards for settlement purposes.
8. What else will happen/What else will happen to a team? – You are betting on whether a nominated event will occur either in the match or to a selected team respectively, such as:
  - a. Penalty awarded – Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded, for any reason, and subsequently are not taken will not be deemed a winning selection.
  - b. Penalty missed – Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick directly. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.

- c. Penalty scored – Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.
- d. 2+ penalties awarded – Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
- e. 2+ penalties scored – Whether two, or more, penalties will be scored. Penalties scored but ordered to be retaken, the original penalty will not count.
- f. Free kick goal – Whether a free kick will be scored. Any bets involving free kick goals must be scored directly from a free kick. Penalties do not count. The player taking the free kick must be the scorer of the goal.
- g. Header goal – Whether a header will be scored over the course of the match. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
- h. Outside box goal – Whether a goal will be scored from outside of the 18-yard box/penalty area. Own goals are excluded. Any other method of goal scored from outside of the penalty area will count, including free kicks.
- i. Own goal – Whether an own goal will be scored.
- j. Sending off – Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled as a winner for any active player that receives a red card, whether that is a straight red card or because of two yellow cards. If the red card is retracted, by VAR or otherwise, then this will not count as a winning selection.
- k. Woodwork – Whether the frame of the goal is hit during active play. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.
- l. Go to extra time – Whether the match will go to extra time after the 90 minutes, in applicable matches where extra time can be played. m. Go to penalties – Whether the match will go to penalties/a penalty shootout, in applicable matches where penalties can be played.
- n. Team clean sheet – Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc, would be winning outcomes.
- o. First/last team to score – Which team will score the first or last goal. Rescinded and/or disallowed goals do not count. If no goals are scored in the match, these markets will be resulted as losers.
- p. First/last corners – Which teams will be awarded and subsequently take the first/last corner in the match. If no corners are awarded in the specified period, these markets will be resulted as losers.
- q. Most corners – Which team will take the most corners in the match. If the corner count is tied at the end of the match, this selection will be resulted as a loser.

r. First/last cards – Which team will be awarded the last card, yellow or red, in the match. If no cards are awarded in the specified period, these markets will be resulted as losers.

s. Most booking points/most cards – Which team will receive the most booking points or cards in the match. If no cards are awarded in a match, or the booking point/card counts are tied at the end of a match, these markets will be settled as losers.

t. Team woodwork – Whether the frame of the goal is hit by that team during active play. A team woodwork will still count if it is the defending team hitting their own woodwork with the ball. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.

9. Which player will score first/last? – You are betting on which player will score the first/last goal within the match. Own goals do not count. For example, if you have selected a player to score the first goal in the match and the first goal was an own goal, then the bet will be settled on the next goal that is scored. In this same scenario the scorer of the first goal that is not an own goal will be settled as the first goal scorer. In relation to 'Which player will score first', if your player has not participated in the match at the point the first goal is scored, selections will be made void. In relation to 'Which player will score last', if your player has participated in the match before or during the time the last goal is scored, related selections will stand. If no goals or only own goals have been scored in a match, first and last goal scorer markets will be settled as losers, if the selected player(s) participated in the relevant periods of the match as described above.

10. How many player goals? – You are betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.

11. How will a player score? – You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded for all): a. Header – the nominated player scores a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. b. Free kick - the nominated player scores a direct free kick for their own team. c. Outside of the box – the nominated player scores from outside of the 18-yard box/penalty area for their own team. A free kick scored from outside of the box counts as a winning selection. d. Penalty – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A rebound from a penalty will not be classified as a goal scored by penalty.

12. Who will get carded or sent off? – You are betting on (for the carded element) whether a nominated player will receive a yellow or red card. For the sent off element, you are betting on whether a nominated player will receive a red card. Only cards awarded once the player is active in the match will count. Cards shown to players or officials who do not constitute active on-field players do not count. Any cards shown before kick-off, after the final whistle or during the half time period do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or two yellow cards and is therefore subsequently shown a red card.

13. What is the double chance? – You are betting on the match (or specified period) ending in one of the two displayed outcomes. For example, Team A/Draw would require the match (or specified period) to end with either Team A winning or a draw in order to be a winning selection.

14. Who will be ahead at half time / full time? – You are betting on the result of the match at half time and at full-time. Both need to be correct in order for this to be a winning selection.

15. How will a team win? – You are betting on different markets relating to how a team will win, including:

- a. Winning margin – By what margin the nominated team will win by.
- b. Win to nil – Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc would result in this being a winning selection.
- c. Win from behind – Whether the nominated team wins the match (or specified period) after having been behind by at least one goal at any point within that period.
- d. Win in extra time – Whether your nominated team wins the match in extra time. Your team must win the extra time period (2 x 15 minutes plus injury time, unless otherwise stated). If the match does not go to extra time, this market will be settled as a loser.
- e. Win on penalties – Whether your nominated team wins the match after penalties/a penalty shootout. If the match does not go to penalties, this market will be settled as a loser.
- f. Qualify – Whether your nominated team qualifies to the next round of fixtures in the specified tournament/cup/league.

## **Cricket**

### **1. SELECTION AND BET RESULTS**

All cricket SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where the game finishes in a tie or draw, regardless of whether the final result has been determined with or without extra innings or Super Overs, and even where the tie or draw may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Team to hit most sixes' selections where neither team hits a six will be settled as losers, regardless of whether a 'Neither team will hit a six' selection was available as an alternate selection or not. If an innings finishes without any wickets being taken, then wicket-taking selections such as 'First wicket-taker' for that innings will be settled as losers. 'Dead heat' results such as 'Player to top-score for his/her team', where the highest score on the team was jointly reached by two more or players, will likewise be settled as losers.

### **2. EXTRA INNINGS / SUPER OVERS / ONE-OVER ELIMINATORS**

BetBuilder bets placed on cricket matches are not inclusive of any extra innings, Super Overs, One Over Eliminators, or equivalent methods for determining winners of tied matches. Match winner selections, along with all other markets, will be settled inclusive only of the regular match innings (i.e. 20 overs per team for Twenty20 games – if a match is tied and goes to a Super Over, the match will be settled as a tie, regardless of the outcome of the Super Over).

### **3. REDUCED / LIMITED OVERS**

Any reduced amount of play in a cricket match (one ball or more), due to weather or any other causes, will cause all currently active betslips to be voided. For the purposes of this rule, an active betslip is one that has not already achieved a settlement status at the time of the confirmation of reduced overs, as per the same parameters in Section 6 of this document relating to betslips in abandoned matches.

#### 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player participates as an active player at any point of the relevant match, regardless of whether the selection in question references a specific phase of the match (i.e. batting/fielding/bowling) that the player may not have participated in. If a player never participates in the match at any point as an active player, selections specific to that player (and therefore the entire bet as per Section 1) will be void. For instance, a selection on a certain player to hit a six or take a wicket would be active (and therefore settled as a loser) if that player only participated in the game as a substitute fielder, and did not bat or bowl in the match. However, if that player was injured shortly before the game commenced, was withdrawn from the team and never took the field, or was an unused substitute, the selection and therefore bet would be void.

#### 5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

Matches where the start date/time has been altered well in advance (e.g. to ease fixture congestion) may not be classified as postponed, at Sportcast's discretion. Decisions made in this regard will be communicated to all clients by Sportcast in a timely fashion.

#### 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the match as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total runs selection and a certain player to hit a six, where that runs total has been reached and the player in question did hit a six before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total runs selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a team to win the toss selection, where the other team won it and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had

already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total runs selection, in a game abandoned while the total runs are still below the required amount, will be treated as void. In this case, the total runs selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

5. As per Section 3 of the document, the parameters for betslips in abandoned matches also apply to matches where total overs are reduced. As such, at the time of confirmation of the reduction, bets where every selection has already won or at least one selection has irrevocably lost will be resulted as winners or losers respectively, and all other bets will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

## 8. SPECIFIC MARKET RULINGS

1. Retired batsman – in the event of a batsman retiring for any reason, all relevant batting markets for the batsman will be settled on his or her runs scored at the time of their retirement (as if they had been dismissed by the fielding team).

2. Total team runs – all team total run markets stand regardless of the outcome of the toss. For example, in a Twenty20 match, 'Team A to score 150+ runs' is settled (as a loser) even when Team B bats first and scores a total of 140 runs.

3. Who will be top scorer/bat for their team/in the match? – As per Section 1, any ties or dead heats in these markets will be settled as losing selections. If an unquoted/unpriced player is the top scorer, all selections in these markets will be settled as losers.

4. Who will take a wicket? – These markets concern bowlers taking wickets. Run outs will not be classified as wickets for either the relevant bowler or for the player who ran the batsman out. 'Mankad' run outs, whereby the bowler runs out the non-striking batsman prior to a delivery, do not count as wickets for the bowler.

5. Who will hit a four/six? – A four or six is any individual ball which the batsman scores four or six runs from, whether via boundaries or by running between the wickets. These runs must be attributed to the batsman (i.e. extras are not included).

6. A hat-trick to be taken in a match – A hat-trick is defined as a bowler successfully dismissing three batsmen with consecutive deliveries (with run outs not counting as dismissals for this purpose). The deliveries may be separated across different overs from the same bowler (e.g. wickets on the 5th and 6th balls of a bowler's over, and another on the 1st ball of his very next over), but must be three consecutive deliveries by the same player.

## Baseball

## 1. SELECTION AND BET RESULTS

All baseball SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser.

For instance, selections on a team to win a match where the game finishes in a tie or draw, whether the final result has been determined with or without extra innings, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to MLB as extra innings are played until a team wins, but may be applicable to other baseball leagues or competitions as per their individual competition rules. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not.

If one or more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponements) will be resulted according to the rules outlined in sections 7 and 8 of this document.

## 2. EXTRA INNINGS

All baseball matches will be settled on the official declared result including any extra innings. All team and player statistics accrued during extra innings are included for the purposes of bet settlement.

## 3. LISTED / DESIGNATED / NAMED PITCHERS

BetBuilder baseball bets do not include and are not reliant on listed/designated/named pitchers. If either or both originally announced starting pitchers in a game are scratched or replaced by other pitchers, prior to the match commencing and after any bets have been placed, those bets will stand. Where pitchers may have been listed in or relative to the display of any selections, these will be treated as indicative only, and will not affect or prevent the application of this rule. Selections specifically involving a pitcher who does not play (and therefore bets including those selections) will still be voided as per the rules for player-specific markets in section 4.

## 4. PLAYER-SPECIFIC MARKETS

If a player does not participate in a match, selections specific to that player (and therefore the entire bet) will be void. This rule is applied as follows:

1. Selections on hitting / batting markets will be active if the player in question gets at least one plate appearance. If the player does not appear at the plate, these selections will be treated as void.

2. Selections on base stealing markets will be active if the player in question enters the game at any point. This includes making a plate appearance but also playing as a fielder, defensive substitute, pinch-runner, and so on. If the player does not enter the game in any such capacity at any point, these selections will be treated as void.

3. Selections on pitching markets will be active if the player in question throws at least one pitch in the game. If the player does not do so, these selections will be treated as void.

Player selections will be considered active or void per the rules above, regardless of whether a selection may reference a specific period of a match. For instance, a selection on a certain player to get 1+ hits in the first 5 innings of a match would be active (and therefore settled as a loser) if that player only entered the game as a substitute after the 5th inning, and made his plate appearance(s) from that point. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and thus did not make any plate appearances, the selection and therefore bet would be void.

## 5. 7 INNINGS GAMES / DOUBLE HEADERS

Where baseball games have been originally scheduled prior to commencement to be played for fewer than 9 innings (e.g. 7 innings games for MLB double headers), matches will be settled as normal in accordance with the rules outlined in this document (i.e. treated as regular rather than reduced-innings matches).

## 6. POSTPONED AND INCOMPLETE MATCHES

If a game does not commence on the scheduled calendar day of the officially listed start time (local stadium time), all bets on the match will be void.

If a game is suspended after it has commenced, and is then resumed within 36 hours (inclusive) of the original start time, all bets will stand.

If a game is suspended after it has commenced, and is resumed more than 36 hours after the original start time or not at all, it will be treated as an abandoned game and settled under the rules in sections 7 and 8 (all bets will be void apart from those which have already been irrevocably determined). This rule does not apply to playoff games; in the case of a suspended playoff or postseason tournament game, all bets will stand through any case of suspension, until the game is officially completed as per the relevant league/organisation.

## 7. REDUCED-INNINGS MATCHES

Where baseball games are shortened after the match has commenced (e.g. innings reduced due to bad weather), they will be settled according to the following rules:

1. Bets will be void if they include at least one selection involving a player who does not participate in the game, as per the rules outlined in section 4. The rules outlined below are all applied subject to and subsequent to the application of this rule.

2. If every selection within a bet on the game is already a winner where the fact of reduced innings had no impact on the outcome of each selection, the bet in its entirety will be treated as a winner. For example, a 2-leg bet containing an over total runs selection and a certain player to hit a home run, in a game where the required runs total had been reached and the player did hit a home run, and where the match was played with reduced innings, will be treated as a winner. In this case, the game being played with reduced innings had no impact on either selection. The same would not apply to an under total runs selection where a game is shortened while the total score is still under the chosen number, as the reduced innings would impact that outcome.

3. If a single selection of a bet has lost and a match is then shortened, the bet will be treated as a loser, where regardless of the fact of reduced innings, the selection(s) in question had been irrevocably concluded. For example, a bet including a first team to score selection, in a game where the other team

scored first and the match was subsequently then played with reduced innings, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently shortened or not.

4. If there are no losing selections within a bet and at least one void selection on a match where innings are reduced after commencement, the bet will be treated as void. This rule applies where one or more selections are effectively undecided after the reduced number of innings have been completed, and may still have won or lost if the full amount of innings had been completed as scheduled. For example, a bet including an over total runs selection, in a shortened game concluded while the total runs are still below the required amount, will be treated as void. In this case, the total runs selection was still undecided and may have won or lost but for the shortening of the match, so the selection and therefore bet will be voided.

5. The only exception to the rules above is the Match Winner / Money Line / Head-to Head market result. This will be settled according to the official league result of the match – if a game with reduced innings still ends in an official win/loss result per the relevant league, the Match Winner market will be settled as such.

Matches concluded after 8.5 innings (where the home team is ahead after 8.5 innings and the match is ended there) are not treated as shortened matches. They will be settled as per normal settlement rules and not by the rules presented in this section for matches with reduced innings. This also applies to games scheduled to be 7 innings which finish after 6.5 innings with the home team ahead.

## 8. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the scheduled calendar day rule for postponed matches as described in section 6. If a game is abandoned after commencing, but still ends with an official win/loss result per the relevant league/organisation, it will be settled under the rules in section 7 for reduced innings matches. This will include the settling of that official result under subsection 7.5. If a game is abandoned after commencing and is not designated with an official win/loss result by the relevant league/organisation, it will be settled as per the rules in section 7 for reduced innings matches, but the Match Winner / Money Line / Head-to-Head market result will be settled as void.

## 9. VENUE CHANGES

If the venue of a match is changed from the one originally scheduled, bets will stand if the original home and away teams remain designated as such. If the venue is changed and the home and away team designations are reversed, bets placed under the original home/away listing will be void.

## **Ice Hockey**

### 1. SELECTION AND BET RESULTS

All ice hockey SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to NHL matches as they advance to shootouts after a tied

overtime period (regular season) or play open-ended sudden death overtime (playoffs), but may be applicable to other ice hockey leagues or competitions as per their individual competition rules. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a period finishes scoreless, then goalscoring selections such as First or Last Goalscorer for that period will be settled as losers.

## 2. OVERTIME / SHOOTOUTS

All ice hockey matches will be settled on the official declared result including any overtime and shootouts. Goals scored in shootouts are disregarded for settlement purposes. The goal assigned to the score of a winning team after a shootout (e.g. the only goal in a game that finishes 0-0 after overtime and therefore 1-0 after the shootout) counts for the purposes of total game score and total team goal selections, but is not assigned to a player and does not count towards the settlement of any player scoring markets.

## 3. THIRD PERIOD MARKETS

All third period market selections do include overtime and the resultant goal from shootouts if they occur. For example, a total third period goals selection would include the goals scored in both the third period and the winning goal from either overtime or resulting from the shootout.

## 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player takes to the rink as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the rink during a match, selections specific to that player will be void. For instance, a selection on a certain player to score in the third period would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the ice during the third period. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and never took the ice, the selection and therefore bet would be void.

## 5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

## 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the rink as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.

2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total goals selection and a certain player to score, in a game where the required goals have been reached and the player did score before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total goals selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.

3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total goals selection, in a game abandoned while the total goals are still below the required amount, will be treated as void. In this case, the total goals selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

## **NCAAF (College Football)**

### 1. SELECTION AND BET RESULTS

All NCAAF SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. For instance, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a quarter, half or match finishes scoreless, then touchdown or point-scoring selections for that period (e.g. Player to Score a 1st Half Touchdown) will be settled as losers. If one more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponement) will be resulted according to the rules outlined in section 6 of this document.

### 2. OVERTIME

All NCAAF matches will be settled on the official declared result including any overtime.

### 3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include overtime if it occurs. For example, a total second half points selection would include the points scored in both the second half and overtime.

### 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player participates in at least one play at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player does not participate in a single play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score a touchdown in the second half would be active (and therefore settled as a loser) if that player participated in the first play of the match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced and did not participate in any plays whatsoever, the selection and therefore bet would be void.

## 5. POSTPONED AND INCOMPLETE MATCHES

If a match is postponed or incomplete, all bets will stand if the game is subsequently resumed or played within the same scheduling week of the NCAAF schedule as the originally scheduled start time. All bets placed on games which are postponed and commence outside their originally designated scheduling week will be void, and stakes will be refunded.

## 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the same scheduling week rule for postponed matches as described above. If it is halted during play, and then resumed and completed during the same scheduling week, all bets will stand also as per section 5. If a game is halted after commencing but prior to completion, and it is not resumed and completed within the same scheduling week, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet been on the field for at least one play. The rules outlined below are all applied subject to and subsequent to the application of this rule.

2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score a touchdown, in a game where the required points have been reached and the player did score a touchdown before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.

3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points

are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

### **Rugby Union**

#### 1. SELECTION AND BET RESULTS

All rugby union SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where the game finishes in a draw, whether the final result has been determined with or without extra time, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a half or match finishes scoreless, then goal or point-scoring selections such as First or Last Tryscorer for that period will be settled as losers.

#### 2. EXTRA TIME

All rugby union matches will be settled on the official declared result including any extra time.

#### 3. SECOND HALF MARKETS

All second half market selections do include extra time if it occurs. For example, a total second half points selection would include the points scored in both the second half and extra time.

#### 4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the field of play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or substitutes) and never took the field, the selection and therefore bet would be void.

#### 5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

## 6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the field of play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score a try, in a game where the required points have been reached and the player did score a try before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

## 7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

### Summary of Changes

Version	Date	Description
1.01	16/03/2026	Original