Platform Terms & Conditions

1. General

1.1 These Terms and Conditions ("Terms") govern your use of the website, app and wagering services provided by Zinger Bookmaking Pty Ltd ABN 86680307439 trading as Next2Go ("we", "us", or "our").

1.2 Zinger Bookmaking Pty Ltd is licenced by the Northern Territory Racing and Wagering Commission and operates under a single wagering licence across multiple brands which include Next2Go, PuntX & UpYaGo. These brands share responsible gambling protocols and self-excluded restrictions under a single compliance framework. For more on how our brands interact, check section 11 of these terms and conditions.

1.3 By accessing or using our website, app and services (together, “Platform”), you ("you", or "your") agree to comply with these Terms. If you do not agree to these Terms, you must not use our Platform.

1.4 We may change these Terms without notice. If you hold an account with us, we will endeavour to notify you by email, seven days in advance, to advise of any change to our Terms.

1.5 All matters not expressly covered within these terms and conditions are at our discretion subject to the requirements of the relevant regulators.

1.6 By using the Platform, you agree -

(a) you are aged 18 years or older,
(b) you have never been permanently self-excluded with Next2Go, PuntX or UpYaGo,
(c) if you not currently on a long break (6 months or longer) with any other Zinger Bookmaking brand.
(d) you are located in Australia,
(e) you are not currently registered on the national self-exclusion register (Betstop).
(f) you are not currently on the NT self-exclusion from sports bookmakers register

1.7 Subject to scheduled or unforeseen maintenance –

(a) the Platform is available 24 hours a day, 365 days a year
(b) our customer care team is available via live chat through the Platform from 9:00 AM to 9:00 PM AEST and by emailing support@Next2Go.com.au.

2. Accounts

2.1 You must satisfy our verification requirements to sign up for an account on the Platform.

2.2 We take the security of your personal information and data seriously. We employ industry-standard measures to protect your data from unauthorised access, alteration, or disclosure.

2.3 Our Privacy Policy available at www.Next2Go.com.au/Privacy explains how we collect, store and use personal information.

2.4 To sign up for the Platform, you must provide us with current identification verification for the purposes of complying with the *Anti-Money Laundering and Counter-Terrorism Financing Act 2006* (Cth) ("AMLCTF Act").

2.5 We verify your identity using a third party identity verification partner, FrankieOne. Our partner has its own privacy policy and terms you should read before sharing your personal information.

2.6 Where you are required to manually send identification documents to us, they must be clear and legible. If documents are not in English, we may request for them to be officially translated.

2.7 Where you are required to manually send identification documents to us, you are required to provide identification to the value of 100 points as per the table below (although we may, in our absolute discretion, request additional documents):

Points per document	Acceptable documents	
70 points	• Passport • Birth Certificate • Citizenship Certificate	Only one item can be used from this category
40 points	• Driver's Licence • Public Service Identification Card • Social Security Identification Card • Tertiary Student Identification Card	Documents must contain your name, date of birth, photograph and signature specimen
35 points	• Current or recent employer • Security Document • Council Rates • Land Title Record	Documents must contain your name and residential address
25 points	• Medicare Card • Bank Card	Documents must contain your name
25 points	• Electoral Roll • Landlord • Public Utility Records	Documents must contain your name and residential address
25 points	• Trade or Professional Membership Record • Education Record	Documents must contain your name and residential address

2.8 Where documents are required to be sent to us for manual verification, this information can be sent through live chat or via email to support@Next2Go.com.au.

2.9 Adequate identification must be received prior to accessing your account. If your identification has not been received, the account creation will be paused and you will not be able to access the account until verification has been completed.

2.10 We may request:

(a) a copy of the front and back of the debit card registered on your account; and
(b) a photograph of you holding the card and/or other identification,

at any time.

2.11 You may not open an account if you reside at the same address of an individual who has self-excluded, restricted itself to minimum bet limits or is otherwise ineligible for promotions, without our written consent.

2.12 We may reasonably request further information from you to verify your identity. This may include obtaining statutory declarations and certified copies of documents. All certified documents must be produced in English.

2.13 Next2Go may require customers to provide financial documentation to verify the legitimacy of your deposits and overall gambling activity. At our discretion, we may request proof of your source of funds.

If requested, you must provide the relevant documents within 5 business days. Failure to comply may result in: Account restrictions and/or reporting transactions to regulatory authorities.

Next2Go reserves the right to conduct these checks at any time, particularly in cases of large transactions, unusual betting patterns, or as part of standard account reviews. By using our services, you acknowledge and agree to these verification processes.

2.14 We may cancel bets, suspend or close your account without notice to you if –

(a) we reasonably suspect that you have falsified a document or otherwise provide false or inaccurate information to us.
(b) refuse to comply with a reasonable request for further information or documentation.
(c) you attempt to cheat or otherwise defraud our platform.
(d) We reasonably suspect that you have not personally funded your account.
(e) we reasonably suspect you have acted fraudulently.

2.15 You may close your account at any time by –

(a) clicking on “my account” and choosing “responsible gambling” from within the Platform; or
(b) contacting us through Live Chat or support@Next2Go.com.au

3. Account Deposits and Withdrawals

3.1 You may deposit money into your account by direct deposit, Visa® debit, Mastercard® debit or by PayId®. We reserve the right to remove or restrict payment methods for account holders.

3.2 If you use a debit card to fund the account, we may request legible copies of the front and back of the card. We reserve the right at our sole discretion to refuse to

accept a debit card. Debit cards used to fund your account must match your account details.

3.3 Funds transfers to your account through debit card deposits will typically appear instantly. If this is not the case, please contact live chat to discuss.

3.4 We use a third party to authenticate and process all debit card deposit, Nuvei. Our partner has its own privacy policy and terms you should read before depositing using a debit card.

3.5 Funds transfers to your account through Apple Pay and Google Pay will typically appear instantly. If this is not the case, please contact live chat to discuss. As Apple & Google have their own privacy policy and terms you should read these before depositing using this method.

3.6 Funds transfers to your account through PayId typically appear instantly. However, for first time PayId transfers, some banks may hold the funds for up to 24 hours.

3.7 We use a third party to process all PayId transactions, Zepto. Our partner has its own privacy policy and terms you should read before depositing using a debit card.

3.8 Funds transfer to your account through direct bank transfer into our National Australia Bank account are manually verified and credited. It is the responsibility of the account holder to notify us of any bank transfers and ensure clear references. Please contact customer support via live chat or email on support@Next2Go.com.au as soon as possible after making your transfer.

In most instances funds can be quickly verified by our team and credited to your account. In instances where the funds can not be verified, including where banks have delayed the transfer, under no circumstances, including where receipts are provided, are we unable to provide any advanced credit to your account.

3.9 Withdrawals from your account will generally be processed within 1 business day. However, timeframes to receive your funds may vary depending on the withdrawal method, verification procedures, security checks and your bank. If we become aware of delays, we will notify you promptly.

3.10 You are required to have met your deposit turnover requirements before withdrawing your funds:

- Standard deposit = 1 x deposit at bets of $1.01 or greater
- Deposit with bonus match = 2x deposit at bets of $1.50 or greater (excluding sports singles bets)

3.11 Subject to having met any minimum turn over requirements and subject to satisfaction of any other term and condition you may withdraw from your account any amount, at any time, provided your account is in credit and funds are available to withdraw.

3.12 We do not charge you fees for financial transactions. However, you may be charged a fee by your bank upon depositing funds, or receiving funds. If your bank charges us a fee, we reserve the right to on-pass that fee to you.

3.13 We may reasonably request a copy of a receipt for transfer of funds to verify a payment.

3.14 The bank account that you nominate in your account details must match your account name. We may request that you provide a bank statement for verification.

3.15 All deposits must be cleared before we will process any withdrawal.

3.16 If we offer you bonus credit for depositing into your account, as part of a promotion –

(a) you cannot withdraw any funds from your original deposit until you have wagered the total deposit amount required;
(b) winnings from the bonus credit can be withdrawn.

3.17 You are solely responsible for providing correct bank account details to us. We cannot guarantee that we can recover funds from a third party where you provide incorrect or incomplete details to us. You must contact us immediately if you become aware that your account details are incorrect or if you have not received funds within two business days.

3.18 We are committed to ensuring the safekeeping of your funds and maintain strict procedures to protect them. Customer funds are held separately from company funds in accordance with applicable laws and regulatory requirements to ensure their security.

3.19 In the event that the company enters into administration, liquidation, or insolvency proceedings, your funds will be safeguarded and will not be used to settle company debts. However, please note that the access to your funds or the processing of withdrawals may be temporarily affected during such proceedings.

3.20 We will make reasonable efforts to ensure that your funds are returned to you as soon as possible, subject to the terms of any relevant insolvency process and regulatory requirements.

3.21 We are committed to ensuring the safekeeping of your deposit funds. We agree –

(a) to hold your funds separately from company funds in accordance with applicable laws and regulatory requirements to ensure their security.

(b) that in the event we enter into administration, liquidation, or insolvency proceedings, your funds will be safeguarded and will not be used to settle company debts. However, please note that the access to your funds or the processing of withdrawals may be temporarily affected during such proceedings.

3.22 We will make reasonable efforts to ensure that your funds are returned to you as soon as possible, subject to the terms of any relevant insolvency process and regulatory requirements.

4. Your Responsibilities

4.1 You are responsible for ensuring that your account details are kept up to date. We reserve the right to suspend your account or request proof of your account details, at any time, to ensure compliance with this requirement.

4.2 By signing up for our Platform, we may send you information about our products, promotions, services and events. You may unsubscribe from our marketing messages at any time by contacting us on live chat or through emailing support@Next2Go.com.au

4.3 From time to time, we may be required by law to provide certain information about you (including personal information and account activities) to authorised external agencies. We will not notify you if we have been contacted to provide this information.

4.4 Your account is strictly personal and it is your responsibility to ensure it is only used by you, the individual who is registered and verified. You must not: Allow anyone else to access, use, or place bets through your account.

4.5 You may not register more than one account on the Platform. We reserve the right to suspend your account, and void bets, at any time if we suspect you hold a secondary account.

4.6 You will be responsible for all bets placed through the Platform using your user ID and password, and must:

(a) keep your password confidential;
(b) choose a password that is not easily guessable such as names, birthdays, or common patterns; and
(c) contact us immediately if you suspect someone has access to your password or may have accessed your account.

5. Our Rights

5.1 To the extent that these Terms are silent on a matter, we reserve the right to decide such matter or issue acting reasonably. Such decision will be final and binding.

5.2 We may cancel bets, suspend or close your account, and take any other reasonable action without notice to you if –

(a) you breach these Terms;
(b) you attempt to cheat or otherwise defraud our platform;
(c) we reasonably suspect you have acted fraudulently;
(d) you knowingly exploit, or intentionally seek to exploit a person, market or a rule (including by deception);
(e) you seek to manipulate or are part of a syndication seeking to manipulate the outcome of a market (whether or not for personal gain);
(f) you receive an unjust advantage from information which is not known or accessible to the general public;
(g) you are colluding as part of a collaboration or syndication (manipulating market prices and/or using multiple accounts to place bets within a short time of each other to maximise pricing and/or promotional benefits);
(h) you abuse an Error in the description of a market (whether before or after we correct the relevant descriptor);
(i) you are found to be involved in irregular betting activity;
(j) you are using another persons account, name or money to place bets;
(k) you gain financial benefit through the manipulation of tote-based dividends, fixed and/or official starting prices;
(l) we reasonably suspect you are using Bonus Bets as a source of match betting or promotional arbitrage.

5.3 We do not allow any person under the age of 18 years to hold a betting account. It is your responsibility to prevent underage persons from accessing your account.

5.4 If a price is displayed on the website in error, we reserve the right to cancel any bets placed at the incorrect price. Where possible we will notify you of any website errors.

5.5 Contact us immediately if you place a bet in error. We may, acting in our sole discretion, void bets where we receive reasonable notice and explanation, prior to commencement of a relevant event.

5.6 We strive to operate in a fair, prompt and accurate manner. Save to the extent permitted by law, we exclude all warranties (express or implied) relating to our business and Platform and accept no liability for any direct, indirect or consequential loss, damage, expense or injury suffered.

5.7 Our liability to you in respect of any claim or loss is limited to the amount of the relevant bet.

5.8 We actively monitor website traffic and reserve the right, in our sole discretion, to block access where -

(a) we suspect artificial intelligence, automated or robotic activity;
(b) a hidden or unidentified IP address or virtual private network is used.

5.9 We reserve the right to withhold deposited funds and/or winnings where we reasonably believe you have breached the law or these Terms, or you have otherwise acted fraudulently.

5.10 Betting transactions may be monitored, recorded and analysed by us and the relevant controlling body to ensure compliance with these Terms and the law. We will report and provide access to all our records to police, inspectors and any other regulatory body or person, as required by law.

6. Placement and Acceptance of Bets

6.1 All bets on an Account are placed and received in the Northern Territory, Australia.

6.2 All deposits and withdrawals must be made in Australian Dollars.

6.3 We reserve the right to refuse any bet or part of a bet without providing a reason or advance notification. The circumstances in which we may refuse a bet include, but are not limited to:

(a) a client is less than 18 years of age;
(b) a client is or may be betting on behalf of a person who is less than 18 years of age;
(c) a client is or may be in breach of these Terms.
(d) a client is or may be in breach of any applicable law; or
(e) a client's proposed bet would present an unacceptable liability risk to our business.
(f) betting on behalf of another person.

6.4 In the case of wagers accepted by us –

(a) except in the case of "In the Run" wagering, wagers may only be accepted up to the advertised start time, actual start time, or such time as dictated by us.
(b) except in the case of "In the Run" wagering, if a wager is inadvertently accepted in respect of an event after its start time, the wager may be deemed to have been made invalidly and may be refunded to you. For the purpose of this clause, "inadvertently" means that we had no knowledge that the event in question had started and the wager was accepted at a point in which the potential outcome may have been clearer and/or known.

6.5 In the case of internet wagers, we have absolute discretion over which Odds, prices or lines we choose to offer and we may reserve the right to refuse to accept a wager in our absolute discretion. All Odds (including fixed Odds) displayed on the Platform are indicative only until a bet is accepted by us. All Odds offered to you are subject to the wagering limits as described in these Rules and are subject to variation until the time a wager is accepted by us. For tote derivative products, the final price is not known until dividends are declared and official.

6.6 Bets will only be accepted when you submit a bet and a confirmation is received. You will receive a bet receipt number.

6.7 The minimum bet is $0.50.

6.8 In any sporting event 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.

6.9 In any multi or parlay, if a leg is voided for whatever reason, then the multi is re-calculated minus that leg. i.e. If a Tennis player were to withdraw from a game which was included in a four-leg multi, the multi is revised to a three-leg multi and new odds recalculated accordingly.

6.10 Unless otherwise agreed or otherwise referenced in these terms and conditions, the maximum total amount we are required to pay out on any event per client (single, exotic, multiple or any combination of wagers on the same event) unless otherwise required under state minimum bet limits or otherwise agreed to prior in writing are as follows –

Race Type	Maximum Payout
Metropolitan Gallops	$15,000
Provincial Gallops	$10,000
Harness	$7,500
Metropolitan Greyhounds (excluding maiden races)	$7,500
Provincial Greyhounds (excluding maiden races)	$5,000
All Greyhound Maiden Races	$2,000

7. Promotions

7.1 Bonus bets are genuine offers intended for recreational gamblers only and the promotion is not to be used in conjunction with any other offer.

7.2 Bonus Bets cannot be used or applied to earn additional Bonus Bets.

7.3 Any promotion that may result in the awarding of Promotional Bonuses can only be entered once per client/residence/IP address/computer/smartphone/tablet.

7.4 Bonus Bets can be used only on racing and sport markets available at the time of placement, excluding entertainment or politics markets and any other markets specified in the specific promotion terms and conditions. Only one Bonus Bet (from any promotion) can be used per event or match.

7.5 We reserve the right to limit or increase your Bonus Bet maximum bet wager and maximum liability at our discretion.

7.6 We reserve the right to limit the events in which your bonus bets may be used at our discretion.

7.7 Minimum Bonus Bet wager is $0.50.

7.8 For winning Bonus Bets, winnings will be paid excluding the initial Bonus Bet stake. This means that if a Bonus Bet to the value of $100 is placed on a selection paying $2.50, the net winnings paid will be $150, (i.e. $250 less the $100 Bonus Bet).

7.9 We reserve the right, in our absolute discretion, to –

(a) refuse to allow you to participate in Bonus Promotions.
(b) reverse any bonuses earned inadvertently, where you are not eligible for promotions, even where a client may still be able to view the promotion or promotional images.
(c) reverse any bonuses earned, including inadvertently, where a client is limited to minimum bet laws.
(d) cancel Bonus Bets where you have not acted in good faith.
(e) cancel, change or suspend any promotion at any time without notification.

7.10 We may cancel bets or revoke winnings from any Promotional Bonus where we reasonably suspect you have abused a Promotional Bonus.

7.11 Unless otherwise authorised in writing, the maximum winnings payable on any Bonus Bet wager is $1000. This maximum payout includes any multi's, racing tote & exotics bets. Bets paid above the $1000 bonus maximum may be adjusted after payment at our sole discretion.

7.12 Unless otherwise specified, a Bonus Bet will expire seven (7) days after the Bonus Bet has been awarded if it has not been used.

7.13 A Bonus Bet resulting from inserting a promotional code or voucher for any promotion is subject to the same terms and conditions as general Bonus Promotion, unless otherwise specified in the promotion's terms and conditions.

7.14 Bonus Promotions may include specific terms and conditions related to when Bonus Bets can be used, i.e. restricted to use on specific events, or with a specific expiry date. You should read the promotion terms and conditions.

8. Results

8.1 Subject to the event description or individual sports rules –

(a) where an event or match is postponed and rearranged to take place within 48 hours of the original scheduled starting time, all wagers will stand. If the event or match is rescheduled to take place more than 48 hours later than the original scheduled start time, all wagers will be void and stakes refunded. Affected multi bets will be recalculated, excluding that leg.
(b) in the case of sports betting and all other contests that involve a set length of play or time limit, players must play and the event must run to the conclusion of the designated time, to be considered official for betting purposes.
(c) overtime periods or extra time periods will count towards the final result, except in relation to soccer (see individual sport rules for soccer).

8.2 Next2Go does not offer traditional Each-Way betting. “Win” and “Place” bets are to be placed separately. The specific rules for "Win and Place" for horse racing wagers are as follows:

(a) where there are 8 or more runners in a race, a place dividend shall be paid on 1st, 2nd and 3rd and where you take "Place Tote Odds", the dividend paid for a place shall be the declared middle tote dividend.
(b) where there are 5, 6 or 7 runners in a race at the time of betting, a place shall be paid on first and second places only.
(c) Where there are 5, 6 or 7 runners in a race due to scratching/s and a “Place Fixed Odds” bet was placed prior to the scratching/s with a field of 8 or more runners available at the time of betting, a place shall be paid on 1st, 2nd & 3rd and all successful bets shall be paid subject to the relevant runners Deductions as declared by the stewards.
(d) When a bet is placed on “Place Tote Odds” 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).
(e) where there are less than 5 runners in a race, the wagers shall be "Win Only" and any “Place” bets, both fixed and tote bets placed prior to the field being reduced to less than 5 runners shall be considered void and refunded in full.
(f) All deductions are calculated on the face value of the wager.

Example: $100 on a runner at $3 would return $300 without deductions. However, due to a scratching with deductions equal to 20c in the $, the bet will be paid a final return of $240.
* $300 – ($300 x .20) = $240

(g) Where more than 1 deduction occurs in the same event, each deduction is calculated separately based on the new face value of the wager from the previous deduction adjustment.

8.3 A "Dead-Heat" occurs when two or more competitors are officially declared to have finished equal. This applies to both winners and place getters in a single event. Unless otherwise stated, the following rule, known as the "Dead-Heat Rule" applies:

(a) in the event of a Dead-Heat where dividends were not offered by Next2Go on such an outcome, bets will be paid at the face value of the ticket divided by the number of competitors tying for that place.
(b) in any event for which place ties occur, they will be paid such that the place portion of the face value of the ticket is multiplied by the remaining number of places available and divided by the number of competitors tying for those available number of placings;
(c) in the event of a Dead-Heat where Odds were offered by Next2Go on such an outcome, then all win or place bets are losers and the draw option is paid as the winner.

8.4 All dates and times published by Next2Go are indicative only. Bets (wagers) will be accepted up to the advertised start time of the event or a time as determined by Next2Go in its sole discretion. If a bet (wager) is erroneously accepted by the Platform after the start time of an event, Next2Go reserves the right to cancel the bet (wager).

9. Errors and Palpable Errors

9.1 You are responsible for ensuring that the details of your bets are correct before confirming. If you suspect an Error in your bet or any information related to the bet, please contact Next2Go's customer service immediately.

9.2 (Before event start) If an error is identified before the commencement of the event, we reserve the right to void any affected bets and will inform you promptly.

9.3 (After event start) If a pricing Error is identified after the event has started or concluded, we will assess the situation and may either void the affected bets and return the stakes to you or settle the bets at the correct Odds that were available in the general market at the time the bet was placed.

9.4 For Errors relating to the scratching of runners listed in a race by Next2Go and an omitted or runner listed as scratched wins a race, all bets placed on losing runners will stand.

9.5 Any disputes arising from Errors will be handled in accordance with Next2Go's dispute resolution procedures. You may lodge a dispute by emailing us at support@Next2Go.com.au.

9.6 We accept no liability for any loss or consequential loss, including of potential winnings, resulting from Errors, including but not limited to:
a. Delays or interruptions in operation or transmission.
b. Loss or corruption of data.
c. Communication or lines failure.

10. Responsible Gambling

10.1 We follow the NT Code of Practice for Responsible Online Gambling 2019 and give you the tools to stay in control and obtain support if you need it. We are fully committed to promoting responsible gambling and ensuring that all players enjoy a safe and enjoyable gaming experience. To support responsible gambling, we have implemented a comprehensive set of policies and procedures that prioritise your welfare. These include tools for taking breaks, self-exclusion, registering for the National Self Exclusion Register (Betstop), setting deposit limits and access to responsible gambling resources. We also provide information and assistance to direct players to tools and support who may need help in managing their gambling behaviour.

10.2 You, the account holder, are able to establish a self-determined limit that you may deposit in a specified period of time. These limits are offered on joining Next2Go and may be accessed and changed in the “my account” section of the site under “responsible gambling”.

Deposit limits can be set for daily, weekly & monthly. Where one or more of the limits are used at the same time, the lowest amount set will default followed by the lowest time frame.

Example 1:
$100 daily daily and $100 monthly limit.
* Your account will only be able to deposit $100 per month

Example 2:
$100 daily limit and $500 monthly limit.
* Your account will only be able to deposit $100 per day, however once $500

accumulative has been deposited in the month you will no longer be able to deposit until the monthly time frame resets.

10.3 You, the account holder, are able to “take a break” in which time you are unable to access your account. The “take a break” length can be accessed and actioned in the “my account” details section of the site under “responsible gambling”.

Even if you wish to reduce the pre-determined break time chosen, once actioned this is irrevocable by Next2Go until the time limit expires. Options available with Next2Go are;

- **Short Break** 1 day to 6 weeks
- **Long Break**: 6 months or 12 months
- **Deactivate:** You can request to re-activate your account at any time

While there is no pre-determined time frame on the option of deactivating, to re-activate your account you must contact us on live chat or email to reactivate your account. During the reactivation process, Next2Go may ask certain responsible gambling questions, including confirming if you are or ever have been registered with Betstop as well as new identification verification.

10.4 Next2Go will endeavour to make every reasonable effort to prevent permanently self-excluded holders from returning and using our services. If you wish to permanently self-exclude yourself, you can choose to do so through the “my account” details section of the site under “responsible gambling”. Alternatively, you may send a written request via email to support@Next2Go.com.au and your account will be suspended indefinitely (99 years)

If choosing to contact us to request self-exclusion, depending on the time of the communications, we can not guarantee instant self-exclusion from the time the request is sent, however will action this as soon as reasonably possible. We are unable to reverse any self-exclusion.

For general information on responsible gambling and to seek help for problem gambling please call 1800 858 858 or use the www.gamblinghelponline.org.au here which will direct you to the relevant services in your state or territory.

10.5 In instances where players may threaten, joke or reference to closing their accounts, permanently or temporarily through live chat or email and there is any confusion around the request, Next2Go will deactivate the account in question while gaining further clarity to the validity of the requests.

10.6 Where Next2Go is notified by a third party about a potential responsible gambling issue of a player, Next2Go reserves the right to block the account until such time as the situations has been discussed with the player. In circumstances where Next2Go are not satisfied with the response and actions of the player, we reserve the right to close a players account and process a withdrawal of any remaining balance to their account.

10.7 BetStop is the National Self-Exclusion Register operated by the Australian Government. You may register at www.betstop.gov.au to exclude yourself from all licensed Australian online and phone betting operators for a selected period of time ranging from 3 months through to permanently. Once registered, you must not attempt to create or access any account with Next2Go or any other operator until the exclusion period has expired and you have been removed from the register.

10.8 If you wish to self-exclude specifically from all licensed Northern Territory gambling providers, you can make a written request through live chat or emailing support@Next2Go.com.au. We will provide assistance to begin this process with the NT Racing And Wagering Commission (NTRWC). This exclusion is separate from Next2Go and applies to all NT-licensed online bookmakers. Alternatively you can contact the NTRWC directly and begin this process using the following link: https://nt.gov.au/industry/gambling/gambling/self-exclusion-from-a-sports-bookmaker-or-betting-exchange-operator

10.9 If you are a self-excluded account holder you must not attempt to open an account or place any bets (wagers) with us in your name, an alternative of your name or any other person's name. If you open a duplicate account whilst you are self-excluded, you are in breach of our terms and you are fully liable for your actions and for all activity and bets (wagers) placed on your account.

10.10 If you have had an account closed through the NSER Register, you must provide evidence that you are no longer registered on the national self-exclusion register before opening or attempting to open a new account.

10.11 Any person on the NSER Register must not attempt to open an account or place any bets (wagers) with us in your name, an alternative of your name, using different details to those registered with the NSER Register or any other person's name. If you open an account whilst you are on the NSER Register, you are in breach of our terms and you are fully liable for your actions and for all activity and bets (wagers) placed on your account.

10.12 If you are no longer registered on the NSER Register, and had previously lost access to your Next2Go account due to registration, you may re-register with us by –

(a) contacting support on live chat or Next2Go@support.com.au
(b) verifying your identity; and
(c) satisfying any other reasonable requirements we may have.

10.13 We reserve the right to refuse a request to open a new account in circumstances where you've been registered on the NSER Register.

11. Multiple Zinger Bookmaking Pty Ltd Brand Interactions

11.1 Zinger Bookmaking Pty Ltd operates multiple wagering brands - including Next2Go, PuntX & UpYaGo, under a single licence issued by the Northern Territory Racing and Wagering Commission. While each brand runs its own platform and customer experience separately, all brands follow the same compliance, responsible gambling and account restriction framework.

11.2 If you have or ever choose to permanently self-excluded from any Zinger Bookmaking brand, you are NOT eligible to open or hold an account with Next2Go, PuntX, UpYaGo or any future Zinger Bookmaking brand.

11.3 If you are currently on a long-break (defined as 6 months or greater) or elect to go on a long-break from any Zinger Bookmaking brand, you are not eligible to use an account with any other Zinger Bookmaking brand during this long break period.

11.4 If you attempt to bypass or intentionally exploit a self-exclusion restriction (permanent or long-break) across Zinger Bookmaking Brands by any means, we reserve the right to immediately suspend and close the account once detected and

take any further action deemed appropriate.

11.5 Zinger Bookmaking implements technology and internal checks to detect and stop any behaviour attempting to avoid self-exclusion restrictions (permanent or long-breaks). While we take all reasonable steps to identify and prevent such activity across our brands, we are not liable for any losses if you avoid detection.

11.6 Temporary responsible gambling tools (short break, deposit limit or account deactivation) are applied on a brand-by-brand basis. That means if you have selected a temporary restriction with PuntX or UpYaGo, it does not carry over to Next2Go.

11.7 It is your responsibility to manage your responsible gambling preferences with each brand individually. We encourage and recommend all players to use the responsible gambling tools available consistently across all brands to stay in control of gambling limits.

11.8 For Minimum Bet Limit (MBL) requirements, each brand operated by Zinger Bookmaking Pty Ltd runs in accordance with the applicable state or code rules. Customers will be eligible to place MBL-compliant bets on one designated brand only, unless otherwise required by the relevant state or racing code.

12. Racing (Thoroughbred/Harness/Greyhounds)

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

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

12.3 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.

12.4 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 or box 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. 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.

12.5 For fixed-price bets, if a bet is placed after the official deadline for final acceptances of an event, but before Next2Go adjusts its prices following a withdrawal, the bet will remain valid. Next2Go will apply the scale of Deductions to the bet.

12.6 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 do not guarantee that our betting platform and its content is error-free.

12.7 Next2Go takes all care in ensuring all fields and available runners are correct. Where a market lists an incorrect scratching or a runner is left out in error, all bets placed on other runners will stand with no adjustments.

12.8 Below is a description of Next2Go racing products offered. Depending on the status of the race meeting, differing products will be available daily as stated on the Next2Go website.

Products	Description

Best Tote	This product is the "Best of the 3 Australian TAB Win Tote Prices".
Mid Tote	Mid tote bets on Australian Racing codes are paid at the middle dividend as declared by the 3 Australian TAB's. Where the range between the lowest paying tote to the highest paying tote is greater than 20%, Next2Go reserves the right to disregard the best tote price and pay the dividend based on the lowest paying tote plus 5%.
Exotics	• For all Racing Exotics, (Quinella, Exacta, Trifecta, First Four and Quadrella) are paid at the final dividend declared by the Victorian TAB (S-TAB). • All exotic payouts are capped to a maximum of the pool total held by the Victorian TAB (S-TAB) on the event or the maximum payout limit on racing exotics, as per the table at clause 8-10, whichever is lower.
Top Fluctuation	This product is the Best Price declared by the official On-Course Bookmakers Fluctuations. Unless otherwise permitted by Next2Go, Top Fluctuation wagers: • are only available up until 30 minutes to jump • maximum payout of $5,000.
Best of the Best (BOB)	• This product is the Best of either, "Best of 3 Australian TAB prices" or the "Official On-Course Top Fluctuation". Best of the Best "BOB" is available on selected Saturday Metropolitan Thoroughbred meetings, as displayed on the Next2Go website. • Unless otherwise permitted by Next2Go, Best of the Best (BOB) wagers: (a) are only available up until 30 minutes to jump. (b) maximum payout of $5,000.
Multi Bets	• A Multi Bet (All-Up Bet) is the combination of numerous single bets which multiply the individual Odds creating the total dividend. Next2Go accepts Multi Bets up to 20 legs, including a combination of Racing and Sports. • Multi Bets cannot be placed on "dependant" events (i.e., you cannot combine bets in a way where the outcome of one bet is reliant on the outcome of another). • Maximum payout of $50,000 on a multi-bet. Any multi-bet accepted above this liability amount, unless otherwise agreed in writing by both parties (client and Zinger Bookmaking Management) prior to the event will be adjusted and client refunded any bet amount differential.

Fixed Odds	Fixed Win and Fixed Place Odds are the Odds received at time of placement. Fixed Odds are available on the Next2Go 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 Next2Go will be deemed as the SP. For all French Thoroughbred and Harness Racing where a Fixed Price is not offered by Next2Go, the official Starting Price "SP" will be as declared by the PMU (as per http://www.horseraces.pmu.fr). 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, Middle Tote and Top Tote are: (a) $26 for Harness Racing. (b) $51 for Greyhound Racing; and (c) $101 for Thoroughbred Racing.
SUP	This product is the Victorian "Super Tab" tote price.

12.9 Where these Terms 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, Next2Go will pay the dividend which is the lower of the dividends that were declared by the other Australian Totes.

12.10 Next2Go 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.

12.11 Next2Go 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 relevant regulators.

12.12 If a tote pool goes down either on-line or via the telephone and the pools are distorted, then Next2Go 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.

12.13 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, Next2Go reserves the right to declare its Tote dividends at the higher of the other two Australian Totes. Only "Win Only and Place Only" single wagers will be eligible (Multi Bets are ineligible) and Next2Go management decision on the matter will be absolute and final.

12.14 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.

12.15 Regardless of whether a Futures event has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.

12.16 Next2Go reserves the right to cancel any bet where Next2Go considers the bet is unfairly advantaged regarding starting times of events.

12.17 The Next2Go 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 Next2Go for the purpose of recreation and entertainment.

12.18 At the discretion of Next2Go management, Tote pools under $1000 may be disregarded in the calculation of Best Tote and Middle Tote dividends.

12.19 Next2Go reserves the right to restrict the maximum dividend paid out for Win and Place bets to $101.

12.20 Notwithstanding anything contained in these Terms, Next2Go reserves the right to refuse the whole or part of any bet before it is confirmed.

13. Racing Exotics

13.1 All Next2Go Exotics are available as listed on our site.

13.2 Next2Go Racing exotics are paid on winning combinations at the dividends declared by the Victorian TAB (S-TAB).

13.3 In the event of a jackpot dividend being paid by the Victorian TAB for an events exotic, the Next2Go dividend is calculated by taking the Victorian TAB (STAB) Jackpot and dividing it by the number of $1.00 winning units by the client. Where the total of winning units held is less than one, the % held is multiplied over the jackpot amount to determine the dividend.

13.4 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.

13.5 In the unlikely event that the location where the wager is struck is not covered by any Australian TAB, including due to a site error offering the market or a technical issue affecting all Australian TAB's, all tote win and place dividends will stand and will be paid at the official starting price. All exotic bets, whether winning or losing on the event will be void and refunded in full.

13.6 Notwithstanding maximum win limits, Next2Go reserves the right to limit total payout to any individual(s) on any bet type. If the total Next2Go payout on any bet type exceeds the Victorian TAB tote pool, Next2Go reserves the right to limit the total payout to clients to the amount of the Victorian TAB pool on that bet type.

13.7 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 (S-TAB).

13.8 Next2Go operates on the following Exotics:

(a) 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.

(b) 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.

(c) 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.

(d) 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.

(e) A Quadrella is when the winners are selected in four consecutive races listed on the Quadrella Race card. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers on those removed runners will transfer to the substitute favourite as declared by Victorian TAB (S-TAB).

13.9 The following scratchings and Deductions apply –

Products	Description
Australian Thoroughbred Bets Prior to the Official Price Commencing (25 mins Metro, 20 mins Provincial)	For scratching 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) Next2Go will apply a Deductions.
Australian Thoroughbred Bets Post the Official Price Commencing (25 mins Metro, 20 mins Provincial)	For scratching 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) Next2Go will apply Deductions as directed by the stewards.
International Thoroughbred, All Greyhound and All Harness Racing Bets.	For scratching that occur after the declaration of Final Field, all bets placed are subject to Deductions.

14. SRM

14.1 SRM betting is available on selected Thoroughbred and Greyhound races.

14.2 All times for which SRM betting becomes available are approximate and may vary at our discretion.

14.3 SRM betting will become available for Australian and New Zealand Thoroughbred events after 09:30AM local track time, only once fixed odds win prices are available for the event.

14.4 SRM betting will become available for U.K and Irish Thoroughbred races as soon as fixed odds win prices are available.

14.5 SRM betting will become available for Hong Kong, Singapore and South African Thoroughbred Racing approximately 10 minutes prior to each race.

14.6 SRM betting will become available for Australian and New Zealand Greyhound events approximately one hour prior to event start time, only once fixed odds win prices are available for the event.

14.7 SRM betting will become available for U.K and Irish Greyhound races approximately 10 minutes prior to each race.

14.8 SRM betting is only available for races that have six or more runners in the race.

14.9 Should an event be resulted, and the number of runners is less than four, all SRM bets, irrespective of the result will be deemed void and the stake refunded.

14.10 The maximum number of Selections in a SRM bet is four.

14.11 Dead heat rules apply to SRM 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.

14.12 If one or more selections in the SRM bet are scratched, the SRM bet becomes void and the stake refunded.

14.13 If one or more selections are scratched in an event, but the selections are not part of a SRM bet, Deductions apply.

14.14 Cash out is not available for SRM bets.

14.15 Price bump is not available for SRM bets.

14.16 SRM 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.

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

14.18 Except for SRM 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.

14.19 The maximum odds for a SRM bet is $10,001.

14.20 The maximum payout for SRM bets is as follows:

Category	Maximum payout
Australian Thoroughbred Racing	$25,000

New Zealand Thoroughbred Racing	$10,000
U.K Thoroughbred Racing	$10,000
Ireland Thoroughbred Racing	$10,000
Hong Kong Thoroughbred Racing	$10,000
Singapore Thoroughbred Racing	$10,000
South African Thoroughbred Racing	$10,000
Australian Greyhound Racing	$10,000
New Zealand Greyhound Racing	$10,000
U.K Greyhound Racing	$10,000
Ireland Greyhound Racing	$10,000

(a) The maximum payout amounts apply whether a customer places a single SRM bet, or a series of SRM bets containing the same selections. If a customer places a series of SRM 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 SRM bets exceeds the maximum payout, the additional SRM bets will be deemed void, and the stake refunded. Next2Go accepts no liability for a single or series of SRM bets involving the same selections exceed the maximum payout. Next2Go reserves the right to apply the maximum payout limits across wagering accounts held by different customers (and to deem any SRM bets void and refund the applicable stakes) if it considers that SRM bets involving the same selections are being placed by customers acting in concert with one another.

(b) Next2Go reserves the right to suspend, change or cancel SRM bet availability at any time, including in respect of any events for which SRM betting has been advertised as being available.

15. Feedback and complaints

15.1 If you're unhappy with our service or the Platform, you can contact our team on Live Chat through the Platform or email support@Next2Go.com.au.

15.2 Once received, we will investigate your complaint thoroughly and aim to resolve it within 7 business days. If more time is required, we will inform you of the delay.

15.3 If you have contacted us and are unhappy with our response or a decision, you may lodge a complaint with the Northern Territory Racing & Wagering Commission

Phone: (08) 8999 1800
Mail: GPO Box 1154 Darwin NT 0801

16. General

16.1 These terms and conditions shall be governed by and construed in accordance with the Laws of the Northern Territory and you irrevocably submit to the exclusive jurisdiction of the Northern Territory Courts in respect of any dispute or matter arising from these Terms and Conditions.

16.2 All content, trademarks, logos, software, and other materials provided by us, including but not limited to the website, platform, and services, are protected by intellectual property laws. You agree not to copy, distribute, modify, or otherwise use any of our, or our suppliers, intellectual property.

16.3 Neither party shall be liable for any failure or delay in performance of obligations under this agreement due to events beyond their reasonable control, including but

not limited to natural disasters, acts of government, war, strikes, or technical failures. If such events occur, the affected party will promptly notify the other and make reasonable efforts to resume performance as soon as possible.

17. Interpretation

17.1 Unless the context requires otherwise –

(a) "All-In" means regardless of whether a competitor starts or completes the event in which a bet is placed, all bets stand and no refunds shall be payable or Deductions apply.

(b) "BetBuilder" means the third party, BetBuilder and its service which allows users to create customised bets by combining multiple selections within a single betslip.

(c) "Bonus Bet" means a promotion whereby a bonus bet is awarded as a result of you successfully completing a pre-determined action.

(d) "Bonus Promotions" and "Promotional Bonuses" means bonuses awarded to you from time to time.

(e) "Deductions" means the deductions set out in Schedule 1 or as directed by a steward from time to time.

(f) "Deposit Bonus Offer" means a promotion whereby a Bonus Bet is placed in an existing Next2Go account when a client responds to a "Deposit Bonus Offer" by depositing an amount in the client's account, as specified in the promotion.

(g) "Errors" means any mistake, omission, or incorrect information provided or published by Next2Go in relation to betting markets, Odds, handicaps, or any other relevant details, including, but not limited to -

a. incorrect Odds or terms displayed due to human or technical error;
b. erroneous settlement of bets;
c. delayed closing times; and
d. incorrect information regarding event closing times, participants or scratchings.

(c) "In the Run" means placing a wager after an event has commenced and is in progress, and the wager was accepted at a point in which the potential outcome may have been clearer and/or known.

(d) "NSER Register" means the National Self-Exclusion Register also known as Betstop.

(e) "Odds" means the numerical representation of the likelihood of a specific event occurring, used to calculate the potential return on a bet.

(h) "Refund Promotion" means a promotion whereby your bet stake is refunded (in the form of a cash credit or a Bonus Bet credit) as specified in a promotion.

(i) "SP" means starting price being the final Odds available on a selection (typically a horse or greyhound) at the time the race begins.

(j) “SGM” means a Same Game Multi bet consisting of multiple single bets from markets within the same match or event, combined into one single bet. For the SGM bet to be successful, all individual selections within the bet must win — if even one selection loses, the entire bet is considered lost.

(k) ”SGM bet” means the entire contents of a BetBuilder betslip.

(l) ”Selection” refers to one selection within a related SGM bet.

(m) “SRM” means a Same Race Multi bet, available for certain horse racing, consisting of multiple single bets on 2 to 4 different runners within the same race, combined into one single bet. For the SRM bet to be successful, all selected runners must win or finish within the specified number of places for their respective markets. If any runner fails to meet the required outcome, the entire bet is considered lost.

(n) "Winning Bonus Promotion" means a promotion whereby additional capped winnings (excluding stake) are paid to you in the form of a Bonus Bet on markets specified in the promotion. These include, but are not limited to, "Winners Bonuses" promotions.

(o) “Leg” means one individual selection that forms a multi bet

(p) “Source of Funds (SOF)” means where your money used for betting has originated (e.g., payslips, bank statements showing salary deposits, asset sales, other people or winnings from other bookmakers).

17.2 All references to "$" or a currency in this agreement are deemed to be in Australian dollars.

Schedule 1 - Deductions

Fixed Odds	Win
1.01	76
1.02	75
1.03	75
1.04	73
1.05	74
1.06	74
1.07	74
1.08	74
1.09	74
1.1	74
1.12	74
1.14	74
1.16	74
1.18	73
1.2	72
1.22	72
1.24	71
1.25	69
1.26	69
1.28	67
1.3	66
1.35	64
1.4	62
1.45	60
1.5	58
1.55	56
1.6	54
1.65	52
1.7	50
1.75	48
1.8	46
1.85	45
1.9	44
1.95	43
2	42
2.05	41
2.1	40
2.15	39
2.2	38
2.25	37
2.3	36
2.35	35
2.4	34
2.45	33
2.5	32
2.6	31
2.7	31
2.8	30

Fixed Odds	3 Place
1.01	28
1.02	28
1.03	28
1.04	28
1.05	29
1.06	29
1.07	29
1.08	29
1.09	29
1.1	29
1.12	29
1.14	29
1.16	29
1.18	29
1.2	29
1.22	29
1.24	29
1.25	29
1.26	29
1.28	28
1.3	28
1.35	28
1.4	28
1.45	27
1.5	27
1.55	27
1.6	26
1.65	26
1.7	26
1.75	25
1.8	25
1.85	25
1.9	24
1.95	24
2	24
2.05	23
2.1	23
2.15	23
2.2	23
2.25	23
2.3	22
2.35	22
2.4	21
2.45	21
2.5	21
2.6	21
2.7	20
2.8	20

Fixed Odds	2 Place
1.01	40
1.02	40
1.03	40
1.04	40
1.05	42
1.06	42
1.07	42
1.08	42
1.09	42
1.1	42
1.12	42
1.14	42
1.16	42
1.18	42
1.2	42
1.22	41
1.24	41
1.25	38
1.26	40
1.28	40
1.3	40
1.35	40
1.4	39
1.45	39
1.5	39
1.55	38
1.6	38
1.65	37
1.7	37
1.75	36
1.8	36
1.85	35
1.9	35
1.95	34
2	34
2.05	33
2.1	33
2.15	32
2.2	32
2.25	32
2.3	31
2.35	31
2.4	30
2.45	30
2.5	29
2.6	29
2.7	29
2.8	28

2.9	29
3	27
3.1	26
3.2	26
3.3	25

2.9	19
3	19
3.1	19
3.2	19
3.3	18

2.9	26
3	26
3.1	25
3.2	25
3.3	24

Schedule 2 - Sports Rules

1. Racing Futures Events - Thoroughbred, Greyhound & Harness

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

1.2 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.

1.3 All-In - All bets placed 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.

1.4 Greyhound Finals Winners – All bets placed on events in which you are betting on a Greyhound to win a final, prior to the heats being run are subject to Deductions for scratchings. Wagers on runners who are declared "non runners" or scratched prior to the runners heat taking place will be refunded. Where the finals winner is determined from a three race series, Deductions and refunds only applies to the first round of heats.

1.5 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.

2. Athletics

2.1 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.

2.2 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.

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

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

3. Australian Rules Football (AFL)

3.1 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.

3.2 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 MultiBet will be recalculated to exclude that leg.

3.3 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) for payout purposes.

3.4 Any bet on a player is refunded if they do not take the field

3.5 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.

3.6 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.

3.7 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.

3.8 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.

3.9 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 the worst season points percentage "For and Against" as published by the governing body.

3.10 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 – the winner will be determined by the best season points percentage "For and Against" as published by the governing body.

3.11 The following SGM rules apply:

(a) (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 cl. 3.11(d)), 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 Selection such as First or Last Goalscorer for that period will be settled as losers.

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

(c) (Second half/ fourth quarter markets) All second half and fourth quarter market Selection 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.

(d) (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, bets 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.

(e) (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.

(f) (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:

a. 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.
b. 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.
c. 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.
d. 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.

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

4. Baseball

4.1 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 governing body of the event.

4.2 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.

4.3 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.

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

4.5 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.

4.6 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.

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

4.8 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 is 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.

4.9 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.

4.10 If any match is scheduled for 7 innings (or any other match length scheduled at or above 5 innings) by the leagues governing body, and the match is <u>not</u> shortened due to weather or any other reason in play, all bets will stand even if there is nothing specified on the game itself.

4.11 If a match is shortened due to weather, technical issues, or any other reason outside the control of the sports governing body, all money line bets will be settled based on

the official result, provided the match reaches the minimum number of innings or minutes required for a valid result as determined by the relevant league or governing body. If the match does not reach the minimum required length, all money line bets will be void, and stakes will be refunded, unless otherwise stated in the specific betting terms for the event.

4.12 The following SGM rules apply:

(a) (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 (d)), 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 (g) and (h).

(b) (Extrainnings) 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.

(c) (Listed, designates and 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 (d).

(d) (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:

i. 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.

ii. 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.

iii. 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.

iv. 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.

(e) (Innings games and 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).

(f) (Postponed and incomplete matches) If a game:

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

(g) (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:

i. 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 (d). The rules outlined below are all applied subject to and subsequent to the application of this rule.

ii. 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.

iii. 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.

iv. 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.

v. 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.

vi. 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.

(h) (Abandoned matches) If a game is abandoned prior to commencement, it falls within the scheduled calendar day rule for postponed matches.
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 for reduced innings matches. This will include the settling of that official result,

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 for reduced innings matches, but the Match Winner / Money Line / Head-to-Head market result will be settled as void.

(i) (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.

5. Basketball

Basketball – NBA Specific

5.1 The following applies to American National Basketball Association games (NBA) -

(a) 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.

(b) 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).

(c) 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.

(d) 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).

(e) 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.

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

(g) Match Winner & Total Points Double & includes overtime.

(h) Line and Total Points Double includes overtime.

(i) Highest scoring half wagers include overtime for the second half.

(j) 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.

(k) 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.

(l) 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 – NBL Specific

5.2 The following applies to Australian National Basketball League basketball games (NBL) -

(a) 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.

(b) 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).

(c) 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.
(d) 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).
(e) 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.
(f) Second Half markets do not include overtime.
(g) Match Winner and Total Points Double includes overtime.
(h) Line and Total Points Double includes overtime.
(i) Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.
(j) Highest scoring half wagers include overtime for the second half.
(k) Outright markets include the playoffs unless otherwise specified.
(l) In all player performance markets, selected player must take the court for bets to stand.
(m) Final player performance statistics include overtime.
(n) 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.
(o) 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.
(p) 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 – All Other

5.3 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.

5.4 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). 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.

5.5 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).

5.6 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.

5.7 Second Half markets do not include overtime.

5.8 Fourth Quarter markets do not include overtime.

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

5.10 Match Winner and Total Points Double includes overtime.

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

5.12 The following SGM rules apply to NBA, NBL and All Other Basketball –

(a) (Selection and bet rules) 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 s.5.12(d), 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.

(b) (Overtime) All basketball matches will be settled on the official declared result including any overtime.

(c) (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.

(d) (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.

(e) (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.

(f) (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:
    i. 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.
    ii. 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.

iii. 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.

iv. 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.

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

6. Boxing

6.1 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.

6.2 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.

6.3 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.

6.4 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.

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

6.6 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.

6.7 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.

7. Cricket

7.1 All matches are paid on the official result.

7.2 (Test Match) If the match finishes in a tie (defined as all four innings being complete with both teams finishing on the exact same run total), 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.

7.3 Australian Domestic Sheffield Shield Matches (4 or 5 days) will be paid on the outright winner. If an outright winner is not determined prior to the completion of the match, the team which earns the most points as per the official Sheffield Shield points scoring system is paid as the winner. If both teams remain tied after using the points scoring system, dead heat rules will apply.

7.4 Sheffield Shield Points Scoring System is determined as follows:

(a) six points for an outright win
(b) one point for a draw
(c) 0.01 of a bonus point for every run over 200 they score during the first 100 overs of their first innings (ie: 350 after 100 overs nets you 1.5 bonus points); and
(d) 0.1 of a bonus point for every wicket a team takes during the first 100 overs of their opponent's first innings (ie: 10 wickets before 100 first-innings overs elapses nets you 1 point).

7.5 In all forms of limited over cricket, if the match finishes in a tie (both teams finish with the same amount of runs), 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.

All other betting options are resulted prior to any tiebreaker. If a match is transferred to a reserve day, all wagers will stand.

7.6 20 Over matches: All bets will be deemed void if the match is reduced by a total of four (4) overs or more per team unless an unconditional conclusion has been reached.

- EXAMPLE 1: TEAM A bats 1st and makes 120 from a possible 20 overs, rain intervenes TEAM Bs target must be reached in 16 overs (reduced by 4 overs) - BETS VOID.

- EXAMPLE 2: TEAM A bats 1st and makes 120 from a possible 20 overs, rain intervenes TEAM Bs target must be reached in 17 overs (reduced by 3 overs) - BETS STAND.

- Example 3: Team A bats 1st, however are bowled out in 16 or less overs, despite having 17 or more overs available if they were not already bowled out – BETS STAND

7.7 50 Over matches: All bets will be deemed void if the match is reduced by a total of twenty (20) overs or more per team unless an unconditional conclusion has been

reached.

- Example 1: TEAM A bats 1st and makes 220 from a possible 50 overs, rain intervenes TEAM Bs target must be reached in 30 overs (reduced by 20 overs) - BETS VOID.

- Example 2: TEAM A bats 1st and makes 220 from a possible 50 overs, rain intervenes TEAM Bs target must be reached in 31 overs (reduced by 19 overs) - BETS STAND.

- Example 3: Team A bats 1st, however are bowled out in 30 or less overs, despite having 31 or more overs available if they were not already bowled out – BETS STAND

7.8 Top Batsman (also referred to as “most runs”) is determined as the batter to score the most runs. Top Batsman in a 2-innings match market applies to the first innings only, unless otherwise stated. Dead heat rules apply when two or more players score the same amount of runs.

7.9 Top Bowler (also referred to as “most wickets”) is determined as the bowler to take the most wickets. Top Bowler in a 2-innings match market applies to the first innings only, unless otherwise stated. Dead heat rules apply when two or more players take the same amount of wickets. In the event no wicket is taken at all in an innings, then all bets on "Most Wickets" markets for that innings are void.

7.10 Player must be in the starting XI for any individual player bet to stand, but they do not have to face or deliver a ball. In the event of a tie, dead heat rules apply. unless target has been reached or team has been bowled out.

7.11 It is your responsibility to check final teams before placing an individual player bet. If a player is not listed, however plays and wins a player market (excluding group markets with 3 or less players), all bets on other players will stand.

7.12 For all limited over matches player bets in which you choose under or over a specific amount of runs or wickets (including half centuries & centuries), if there is any reduction in overs for the nominated players team then all bets are void, unless the outcome has already been reached prior to any reduction in overs. For clarification, if a result is determined after a delay and a reduction in overs is announced, all bets undetermined prior to the delay are still void.

7.13 Player performance (not to be confused with top batsman or top bowler) is an accumulation of points from their overall match performance. Points are official result and as per espncricinfo.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.

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

7.15 For group player bet options with 2 or 3 players involved, if any player is not in the Starting XI, or reach the crease (but not necessarily face a ball) / bowl a ball all bets are off.

7.16 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. Super Over Catches and 6's do not count.

7.17 Man of the Match will be paid 1st) per espncricinfo.com scorecard alternatively by Official post-match presentation if not available on 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.

7.18 Bets on opening batsmen scores are 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 is reached, bets are void.

7.19 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.

7.20 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.

7.21 (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.

7.22 (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.

7.23 (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.

7.24 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.

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

7.26 The following SGM rules apply –

(a) (Selection and bet rules) 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), 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.

(b) (Extra innings, super overs and 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).

(c) (Reduced and 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 rules relating to betslips in abandoned matches..

(d) (Player specific market) 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) 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.

(e) (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 our discretion. Decisions made in this regard will be communicated to all clients by Sportcast in a timely fashion.

(f) (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:

i. 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.

ii. 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.

iii. 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.

iv. 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.

v. 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.

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

(h) The following specific market rulings apply –

i. (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).

ii. (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.

iii. (Who will be top scorer/bat for their team/in the match) 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.

iv. (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.

v. (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).

vi. (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.

8. Cycling

8.1 All matches are paid on the official result.

8.2 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.

8.3 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.

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

8.5 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.

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

9. Darts

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

10. Gridiron

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

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

10.3 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.

10.4 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.

NCAAF SGM

10.5 The following SGM rules apply to the NCAAF –

(a) (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, 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 this document.

(b) (Overtime) All NCAAF matches will be settled on the official declared result including any overtime.

(c) (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.

(d) (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.

(e) (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.

(f) (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. 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:

i. 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.

ii. 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.

iii. 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.

iv. 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.

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

NFL SGM

10.6 The following SGM rules apply to the NFL –

(a) (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, 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 of this document.

(b) (Overtime) All NFL matches will be settled on the official declared result including any overtime.

(c) (Second half and 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.

(d) (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.

(e) (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.

(f) (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. 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:

i. 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.

ii. 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.

iii. 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.

iv. 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.

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

11. Ice Hockey

11.1 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

11.2 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.

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

11.4 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.

11.5 The following SGM rules apply:

(a) (Selection and bet rules) 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), 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.

(b) (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.

(c) (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.

(d) (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.

(e) (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.

(f) (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:

i. 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.

ii. 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.

iii. 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.

iv. 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.

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

12. Mixed Martial Arts

12.1 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.

12.2 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.

12.3 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.

12.4 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.

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

12.6 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.

12.7 For all stat based markets and for any official ruling, ufc.com will be the source of all results.

12.8 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.

13. Motor Racing

13.1 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.

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

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

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

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

14. Netball

14.1 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.

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

14.3 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.

14.4 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.

14.5 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.

15. Olympic Games

15.1 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.

15.2 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.

15.3 The Dead Heat Rule applies to all markets.

15.4 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 MultiBets will be recalculated excluding that leg.

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

16. Rugby League

16.1 Payouts are based on the official declared result.

16.2 Full Time markets include any extra time.

16.3 Normal Time markets do not include any extra time.

16.4 Second Half markets do not include any extra time.

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

16.6 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.

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

16.8 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. If no try scorer is awarded for the match, all try scorer bets are resulted as lost.

16.9 Any bet on a player is refunded if they do not take the field.

16.10 All bets stand regardless of venue change.

16.11 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 the worst season percentage "For and Against" as published by the governing body.

16.12 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.

16.13 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 season percentage "For and Against" at the time as published by the governing body is deemed the winner.

16.14 The following SGM rules apply –

(a) (Selection and bet rules) 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), 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.

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

(c) (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.

(d) (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.

(e) (Postponed and Incorporate 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.

(f) (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:

i. 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.

ii. 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.

iii. 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.

iv. 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.

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

17. Rugby Union

17.1 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.

17.2 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.

17.3 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.

17.4 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.

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

17.6 Any bet on a player is refunded if they do not take the field.

17.7 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.

17.8 All bets stand regardless of venue change.

17.9 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.

17.10 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.

17.11 The following SGM rules apply –

(a) (Selection and bet rules) 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), 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.

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

(c) (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.

(d) (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.

(e) (Postponed and Incorporate 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.

(f) (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:

i. 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.

ii. 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..

iii. 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.

iv. 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.

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

18. Snooker

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

19. Soccer (English football)

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

19.2 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 penalty shootout.

19.3 All exotic markets unless otherwise specified are settled at the conclusion of normal time (including second half injury time).

19.4 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.

19.5 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.

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

19.7 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.

19.8 The following SGM rules apply –

(a) (Selection and bet rules) 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), 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.

(b) (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.

(c) (Determination of results and 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.

(d) (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, 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.

(e) (Bet period rules) The periods below (i – vi) are sections of matches that can be selected in conjunction with the markets. They are settled as per the following parameters:

i. *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.
ii. *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.
iii. *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.
iv. *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.

v. *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.
'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.

vi. *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.
'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.

(f) (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 at postponed, at Sportcast's discretion. Sportcast will inform all clients in a timely fashion of all instances in which such discretion has been applied.

(g) (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. 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. If it is abandoned after commencing but before its natural end point, the following rules apply:

i. 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.

ii. 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.

iii. 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.

iv. 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.

(h) (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.

(i) The following specific market rulings apply –

i. Who will win? You are betting on the result, i.e. Team A, Draw or Team B.

ii. Who will score? You are betting on whether a nominated player will score a goal. Own goals do not count towards this market.

iii. 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.

iv. 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.

v. 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.

vi. 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.

vii. A Yellow card = 10 & red card = 25 booking points respectively. If a player receives yellow cards and is consequently shown a red card, the player receives a total of 35 booking points.

viii. 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.

ix. 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.

x. 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.

(j) 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.

(k) 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.

(l) 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):

i. 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.

ii. Free kick - the nominated player scores a direct free kick for their own team.

iii. 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.

iv. 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.

(m) 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.

(n) 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.

(o) 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.

(p) BetBuilder Wagering Rules – Football (Soccer) 7

(q) How will a team win? – You are betting on different markets relating to how a team will win, including:

i. Winning margin – By what margin the nominated team will win by.

ii. 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.

iii. 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.

iv. 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.

v. 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.

vi. Qualify – Whether your nominated team qualifies to the next round of fixtures in the specified tournament/cup/league.

20. Surfing

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

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

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

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

21. Swimming

21.1 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.

21.2 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.

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

22. Tennis

22.1 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.

22.2 In the event of a match not taking place or if a player is given a walk over (where a player is declared the winner without the match being played), bets on this match are void.

22.3 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.

22.4 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, irrespective of the score or who advances will be void.

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

22.6 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.

22.7 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.

22.8 1st Set Score and 1st Set Winner bets are finalised upon completion of the first set regardless if the remainder of the match does not run to completion.

22.9 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.

22.10 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.

23. 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 bets (i.e. Top 5, Top 10), the dead heat rule will apply for players tied for the bottom position.

23.4 Where a tournament which is scheduled for seventy-two (72) holes is abandoned for any reason, if less than thirty-six (36) holes have been completed, all declared betting event bets on the outcome of the tournament are void and are to be refunded. If thirty-six (36) or more holes have been completed and an official result is declared by the relevant recognised governing body, all declared betting event bets stand and are to be determined in accordance with that official result. If an event is abandoned prior to the completion of a scheduled number of holes any bets placed after the point in the tournament where no further play occurred are void and will be 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 Group Betting markets (i.e. Tournament Head to Heads, Round Matchups or Three Balls or Tournament Group Betting), all players must tee off for bets to stand. Playoffs are excluded for betting purposes.

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

23.8 In any group market, where 2 or more players finish with the same score, the dead heat rule will apply for the players tied.

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

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

23.11 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.

Version	Date	Amendments	Notes
1	23rd April 2025	Terms & Conditions Created & Submitted To NTRWC	
1.1	26th April 2025	Adjustments from review and hyperlinks added	
1.1	13th May 2025	Terms & Conditions Published Publicly	
1.2	20th October 2025	Multiple brands under single licence term updates	
1.3	20th October 2025	Adjustment to minimum and maximum bet limits	
1.4	23rd March 2026	Adjustment to list of brands to include UpYaGo	