

## Sport betting

### Tennis

The handicaps and the total on a tennis match are mentioned in games.

A bet "Score by sets" is offered. The correspondent columns in the line are entitled: 2:0, 2:1, etc.

In case of changing the format of the match (the quantity of sets and the score of sets), the odd of winnings on bets for all outcomes of mentioned event is accepted by "1".

The data about the cover of tennis courts have informative character. In case of changing the cover all the bets remain valid.

**a.** If one of the announced participants is replaced by another one before the start of the game, then the bet on the event must be returned (excluding team competitions). All bets remain valid when there is a substitution of one or more participants in team competitions for any reason. In pair matches, if the composition of the pairs is mentioned, in case of substitution of one of the participants the winnings are calculated with the odd "1", but if the composition is not mentioned, the bets remain valid.

**b.** When the player is retired or disqualified for some reasons, then already raffled and accomplished bets remain valid. All the other bets should be returned, even if the outcomes are evident.

1. Outcomes of games, sets and tennis games

2. Handicaps of games, sets and tennis games

3. Totals of games, sets and tennis games 4. Correct scores of games, sets and tennis games

5. And other events.

**c.** Bets remain valid in the following cases:

Change of tennis lawn

Change of venue

Replacement of outdoor tennis court to indoor one.

**d.** Recommended bets are accepted for the tournament winner, taking into consideration the mandatory participation in the tournament. If the player refuses to take part in the tournament before the start of the game, all recommended bets for win should be returned.

**e.** If tennis is suspended, or not finished on the same day, the bets remain valid until the end of the tournament, in which the game is held or the withdrawal of one of the participants.

### Table tennis

**a.** When the player is retired or disqualified for some reasons, then already raffled and accomplished bets remain valid. All the other bets should be returned, even if the outcomes are evident.

**b.** In the event that one of declared participants was replaced with other one before the start of the match, bet on such an event is refundable.

c. In the event of transferring the match or if the match is interrupted for more than 48 hours, all bets are refundable except the ones the outcome of which is uniquely determined by the time of the stoppage (in the case of the interrupted matches and in the case if any of the participants retire). If the match was interrupted due to an injury or disqualification, and as a result of that, a participant, who was to pass to the next round, was determined; the rates of pass remain valid.

d. The following methods of betting on table tennis are accepted:

**1. The winner of the match.**

It is necessary to determine the winner of the match.

**2. The winner of the set.**

It is necessary to determine the winner of this set. In the case if this set is interrupted, for all bets on this position a return takes place.

**3. Who will win the next pitch?**

If the next pitch was not passed in the match, all bets on that position are refundable.

**4. Total points.**

It is necessary to determine if the number of points played in the match is more or less than the specified parameter. If as a result of the match the number of the played points is equal to total of the rates, the bet is refundable with coefficient 1.

**5. Handicap (points).**

In case of a tie, taking into account the Handicap, a return takes place with coefficient 1. In this case the score by points is taken into account, excluding the scores in the points taken separately.

**6. Who will be the first to gather the specified number of points in this game?**

If the given game is interrupted, all rates for the given position are returned with the coefficient of 1.

**7. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Ice Hockey**

a. The bets on National and International Ice Hockey championships, are calculated according to the main time of the matches, unless otherwise is mentioned.

b. If the start of the match has been delayed for more than 48 hours, all bets accepted on that given match will be calculated with coefficient 1 (Return).

c. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

d. If the match has been suspended and was not resumed within 48 hours, all bets accepted on that given match except those outcomes of which at the point when the match was suspended had occurred, will be calculated with coefficient 1 (Return).

e. Bets accepted on 2 way winner outcome (victory of the match team 1/ victory of the match team 2), will be calculated taking into account the overtime and penalty shootout series.

*f.* Unless otherwise stated, bets placed remain valid if the match is not continued.

*g.* For bets on the winner, handicap, total of a certain period, removals as well as other indicators of the period, only goals, removals and other indicators scored during the specified period are taken into account.

*h.* The following positions are available for betting on Ice Hockey:

**1. Winner.**

It is offered to determine the outcome of the match.

If in the position 2 outcomes are available (Victory of the match Team 1 / Victory of the match Team 2).

Bets are accepted including the overtime and penalty shootout series, if there are three outcomes (Team 1 / Draw / Team 2) – then bets are accepted only for the Main time, excluding the overtime and the result of penalty shootout series.

**2. Total.**

Bets for American hockey leagues and other leagues are accepted taking into account the main time, unless otherwise stated.

Betting on more / less, including 3 options (more / less / equal... goals), are suggested only for the main time for all hockey matches, regardless of the championship.

If as a result of the match the total number of scored goals is equal to the rate total and there are only two options provided (more or less, without the option of “equal ... goals”) a refund takes place.

**3. Individual Total (the specified team).**

Bets for American hockey leagues and other leagues are accepted taking into account the main time.

Betting on more/ less, including 3 options (more / less / equal... goals), are suggested only for the main time for all hockey matches, regardless of the championship.

If as a result of the match the total number of scored goals is equal to the total of the rate and there are only two options provided (more or less, without the option of “equal ... goals”) a refund takes place.

For bets “more / less goals <the specified Team >, only goals are taken into account which are scored in the gates of the opposing team and are announced officially by the referee.

**4. More/ less goals <a specified Player>.**

If a player has not participated in the match, bets on More/ Less goals of the given player are refundable.

Regardless of the country and the tournament all bets by such a position are calculated based on the results of the regular time, excluding the result of the overtime and penalty shootout series.

If the score after regular time is 0-0, all bets taken on the “Scorer in the match”, “assists in the match” will be settled as lost.

**5. Handicap.**

Bets for American hockey leagues and other leagues are accepted taking into account the main time.

If the handicap has only 2 options (only win 1 or win 2, without the option –a tie ) in case of a tie taking into account the Handicap a return takes place (coefficient 1),(regardless of the period for which the rate is proposed to bet).

**6. The winner of the first <a specified number of> minutes**

It is proposed to determine the outcome of the match for the specified playing time of the match.

If a match was interrupted and not completed within the 48 hours, on all bets for this position a refund takes place.

As a clarification: in the calculation of rates for the outcome of the given match period a score is used to zero second which is specified as a minute parameter.

Example: The winner of the first 5 minutes of the game. Rate is calculated on the basis of score, fixed to 5 min 00 seconds of the game.

**7. A group (conference/division) winner**

If the season is shortened, the calculation of rates is done based on the official verdict of the federation leadership of the given Hockey League.

**8. The winner of the tournament.**

A Rate is calculated only after the final match of the tournament according to the actually fixed result at the end of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be considered.

If the team on which the bet was made, do not qualify for this tournament, has been disqualified or refused to participate in the competition, all bets on it will be considered lost.

If as winner of the tournament is recognized more than one team, the coefficient of the bet on this team is divided by the number of winners (with a coefficient not less than 1).

**9. Passing to the next round.**

A rate is calculated by the result, determined directly after the last match of the playoff series of the specified round, regardless of the subsequent judicial / disciplinary decisions.

If any of these teams was unable to participate in this round because of any reason (including suspension, refusal to participate etc.), a win and a pass is scored to the opponent of such a team, all the rates remain in force.

**10. The winner of the playoff series (Best-of-3 / Best-of-5/Best-of-7).**

Unless the number of matches is played, which is necessary to win in the series according to the regulations, a refund takes place on all bets in this position.

**11. Who will score the first goal of the match?**

The rates on the player who scored the first legally scored goal in the match are winning.

If the first goal is scored by a player who was not represented among the options of the given position, all bets are considered lost in this position.

If the selected player does not participate in the game, then all bets accepted on this particular player will be calculated with coefficient 1; a return will take place.

If the first goal is an own goal (even if it is scored by a player on which bets were accepted), all bets are considered lost in this position.

Regardless of the country and the tournament all bets on such a position are calculated based on the results of regular time, excluding the effect of the overtime and penalty shootout series.

**12. Who will do more shots on the gate alignment /runway extended?**

It is necessary to determine which team will do more shots on the gate alignment of the opponent.

Bets for American hockey leagues and other leagues are accepted taking into account the main time.

The calculation is based on the statistics published on the official websites of federations of respective championships. All other sources are not taken into account upon calculation of rates for the given position.

**13. More / less shots on the gate alignment/runway extended.**

The calculation is based on the statistics published on the official websites of the federations of respective championships. When calculating rates for this position all other sources are not essential.

Bets for American hockey leagues and other leagues are accepted taking into account the main time.

If as a result of the match the total number of scored goals is equal to Total of the rate, bets are refundable.

**14. Handicap on shots on the gate alignment.**

The calculation is based on the statistics published on the official websites of the federations of respective championships. When calculating rates for this position all other sources are not essential.

In the event of a tie on the shots on the alignment of the gates taking into account the handicap, a refund takes place.

Bets for American hockey leagues and other leagues are accepted taking into account the main time.

**15. Double outcomes (on the match/on the period)**

The following outcomes are possible:

1X – is a winning rate if as a result of the match/the period Team 1 won or a draw was fixed.

X2 – the rate is winning if as a result of the match/the period Team 2 won or a draw was fixed.

12 – is winning, if as a result of the match/the period Team 1 or Team 2 won.

The rates on this position are calculated based on the result of the regular time of the match, not including the overtime and penalty shootout series.

**16. Double outcomes of the first <specified number of> minutes.**

It is proposed to determine the double outcome of the (see paragraph 15) match to the specified moment of the playing time of the match.

If a match is interrupted and not completed within the 48 hours, a refund takes place on all bets for this position.

As a clarification: in the calculation of rates for the outcome of the given match period a score is used to zero second which is specified as a minute parameter.

Example: The winner of the first 5 minutes of the match. The rate is calculated on the basis of score, fixed at 5 min 00 sec of the game.

**17. Will both teams score?**

All goals scored by teams in their gates are calculated as goals scored by a team-rival.

**18. What will be the difference to win a victory in the match?**

Regardless of the country and the tournament all bets on such a position are calculated based on the results of the main time, excluding the result of the overtime and penalty shootout series.

**19. When will the first goal be scored?**

You need to determine in which time interval the first goal will be scored or there will be no goal.

**20. An "exact score" of a match**

Bets are accepted only at the regular time, excluding the overtime and penalty shootout series. If the final result does not match the offered ones in predictions, all bets are considered won by a customer if the bets are placed on the outcome named "Any other".

**21. How many 2 minute suspensions will be in the given period or match?**

For the calculation of this rate, each 2 minute suspension counts as 1.

Double Minor Penalty (double minor) (2 +2 minutes) counts as 2 suspensions each lasting 2 minutes.

All penalties occurred before the start of the period, refer to the previous period. Penalties assigned at the end of the game, also belong to the previous period (the 3rd period or the overtime).

Delayed suspensions which have not come into force due to the fact that the goal was scored, are not counted, regardless of whether they were included in the official record of the match or not.

**22. The period in which the most number of pucks will be scored.**

Bets are accepted only at the regular time, excluding the overtime and penalty shootouts series.

If 2 or more periods ended with the same effectiveness, the coefficient of the rate is considered "Loss"

**23. Who will score 3 pucks?**

Only the pucks scored in the opponent's gates are taken into account.

Bets are accepted only at the regular time, excluding the overtime and penalty shootout series.

**24. The total of the match even / odd.**

If the result is 0, the rates are calculated as "Even"

Bets for American hockey leagues and other leagues are accepted taking into account the main time.

**25. The total of the Team even / odd.**

If the result is 0, the rates are calculated as "Even"

**26. Which team will score the first goal of the match?**

If the first goal of the match is an own goal, the victory in the rate is added to the team in favor of which this goal was scored (meaning – to the opponent team scoring the own goal).

Regardless of the country and the tournament all bets on such a position are calculated based on the results of the regular time, excluding the result of the overtime and penalty shootout series.

**27. Which team will score the following goal of the match?**

If the following goal of the match is an own goal, the victory in the rate is added to the team in favor of which this goal was scored (i. e. – to the opponent team scoring the own goal).

Regardless of the country and the tournament all bets on such a position are calculated based on the results of regular time, excluding the result of the overtime and penalty shootout series.

**28. Which team will score the last goal of the match?**

If the last goal of the match is an own goal, the victory in the rate is added to the team in favor of which this goal was scored (i.e. the opponent team scoring the own goal).

Regardless of the country and the tournament all bets on such a position are calculated based on the results of the regular time, excluding the result of the overtime and penalty shootout series.

**29. The team scoring the first goal will win the match.**

The following outcomes are possible:

"Yes" – the team scoring the first goal of the match wins the game.

"No" – the team scoring the first goal of the match loses the game.

Rates are accepted taking into account the overtime and penalty shootout series.

If during the regular time and overtime neither team scored a single puck, rates on this position are refundable.

**30. The period in which the most number of goals will be scored.**

Bets are accepted only at the regular time, excluding the overtime and penalty shootouts series.

If 2 or more periods ended with the same effectiveness, the rate on the most effective period is considered lost.

**31. Will there be overtime in the match?**

If overtime was assigned, but was not played because of technical reasons, all bets on this position are calculated with the winning option "Yes" (the overtime will be).

**32. The comparison of effectiveness of the periods.**

Only the goals scored in these periods are taken into account. The result of the overtime does not effect on the effectiveness of the 3rd period and is not taken into account while calculation.

Regardless of the country and the tournament all bets on such a position are calculated based on the results of regular time, excluding the result of the overtime and penalty shootout series.

**33. Pass to the next round.**

A rate is calculated only after the completion of all matches of the specified teams within the framework of this tournament round.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, are not taken into account.

If the team on which the bet was made, was disqualified or refused to participate in the competition, all bets on this command are considered lost.

**34. Total of time penalty.**

It is necessary to determine whether a penalty time which is more or less than the proposed option will be assigned in the match (i.e. the total sum of time of removals of all players in the match). Bets for American hockey leagues and other leagues are accepted taking into account the main time.

If as a result of matches the total number of scored goals is equal to Totals of bets, a refund takes place.

**35. Handicap of time penalty.**

Bets for American hockey leagues and other leagues are accepted taking into account the main time.

In case of a tie taking into account the Handicap, a refund takes place.

**36. Total "goal + pass" of <a specified player>.**

It is necessary to determine whether the number of goals + assists, made by that player in the match, is more or less than the specified parameter and within the regular time period (unless otherwise stated).

If as a result of match the total number of scored goals + assists of the player is equal to Total of bets, a refund takes place.



**37. More / Less goals in matches of the playing day.**

Only the matches shown in line for that day are taken into account. In case of transferring or cancellation of one or more matches of the tournament, a rate refund takes place for this position.

**38. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Rugby League, Rugby Union**

- a.** Rates are accepted excluding the overtime, if nothing is stipulated in the rules or in the line for regular time (80 minutes + compensated time).
- b.** If the match is interrupted for more than 48 hours, all bets are refundable, except the ones' outcome of which was clearly defined by the time of interruption of the match.
- c.** In the event of the postponing the time of the match start for more than 48 hours, all bets are refundable.
- d.** If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- e.** The following items are suggested for betting on Rugby League/Union:

**1. A winner.**

It is proposed to determine the outcome of the match. Rates are accepted for the regular time.

**2. Total.**

If as a result of the match the total number of scored goals is equal to Totals of the rate, a refund takes place. Similarly, for the individual Total of a team or a player.

**3. Handicap.**

If a handicap has only 2 options (only Handicap 1 or Handicap 2, without the option of a draw) in the case of a tie taking into account the Handicap, a refund takes place (regardless of the period for which the match is invited to bet).

**4. Double outcomes.**

The following outcomes are possible:

1X – the rate is winning if as a result of the match Team 1 won or a draw was fixed.

X2 – the rate is winning if as a result of the match Team 2 won or a draw was fixed.

12 – the rate is winning, if as a result of the match Team 1 or Team 2 won.

**5. Who will pass to the next round?**

A rate is calculated only after the last match in the series in the given round of the tournament with the participation of the specified teams.

The rate is winning only if the specified team passes to the next round of the competition, regardless of what was the result of the intermediate match / time period of this round of the competition.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, shall not be considered.

**6. Individual total <specified team>.**

It is suggested to determine whether the number of goals scored by this Team is more or less than the specified parameter.

If as a result of the match the total number of scored goals is equal to Total of the rate, a refund takes place.

Only the goals are taken into account scored in the gates of the opposing team and officially announced by the referee.

All goals scored by teams in their gates are considered goals scored by a team-rival.

**7. The winner of the tournament.**

A rate is calculated only after the final match of the tournament by actually fixed result at the moment of the end of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, shall not be taken into account.

If the team on which the rate was done, does not qualify for this tournament, was disqualified or refused to participate in the competition, all bets on this team are considered lost.

**8. Will a red card be shown in the match?**

**9. Will a yellow card be shown in the match?**

**10. Total even/odd.**

If the result of the match is "0:0", bets will be counted as "even".

**11. 1 Half / Match**

It is suggested to determine the outcome of the first half-time AND the whole football match.

The result of the 1st half is put in the line in first place, the result of the whole match – in the second one.

**12. Who will score the first goal in the match?**

The rates on the player who scored the first legally accounted goal in the match are winning.

If during the match, a player did not come out the field, a refund takes place for all the bets on him for this position.

If the first goal was scored by a player who was not represented among the options of the given position, all bets on this position are considered lost. The exceptions are the bets on the players who did not come out the field by the time of the first goal. For such rates a refund takes place.

If the first goal is an own goal (even if it is scored by a player on which bets were accepted), all bets on this position are considered lost. Exceptions are bets on players who did not enter the field by the time of the first goal. For such rates a refund takes place.

**13. Who will score the last goal of the match?**

The rates on the player who scored the last announced goal in the match are winning.

If during the match, the player did not enter the field, a refund takes place for all the bets on him for this position.

If the last goal was scored by the player who was not represented among the options of the given position, all bets on this position are considered lost. The exceptions are bets on players who did not take part in the given match. For such rates a refund takes place.

If the last goal is an own goal (even if it was scored by a player on which bets were accepted), all bets on this position are considered lost. Exceptions are bets on players who did not enter the field by the time of the last goal. At such rates a refund takes place.

**14. The exact score of the match**

It is proposed to determine the exact score of the football match.

If the exact score of the results of the match is not one of the options offered in the line, all bets on this position are considered lost.

**15. What kind of advantage will the match be won with?**

It is necessary to determine which team, and with what advantage will win this match or whether the match will end with a draw.

**16. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Chess**

**a.** In case of postponement of the match not executed within 48 hours, all bets on the match are refundable. If a match is interrupted, all bets on the match shall be refunded, except the rates the outcome of which is uniquely determined by the time of postponing of the match.

**b.** Bets are counted according to the official results of the tournament. In the case of replacement of one player by another one, all bets will be void and shall be returned.

**c.** The following items are available for betting on Chess:

**1. The winner of the match.**

It is necessary to determine the outcome of the match. In case of refusal to participate in a match or disqualification of one of the participants by the time the first move of the match was made, all bets on this match shall be returned.

**2. The winner of the tournament.**

If more than one participant is recognized as a winner of the tournament, the coefficient of the rate for this team is divided by the number of winners.

In case of two or more players finish the tournament with the same number of points, the calculation of rates is made according to the player, who will be announced as a winner of the tournament by the respective governing body of the tournament.

**3. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

### **Beach Volleyball**

**a.** If the match started but was not completed within 30 hours, all bets are refundable except those the outcome of which was clearly defined by the time of the stoppage of the game.

**b.** If the date of the start of the match has been postponed till the period of less than 30 hours, then all bets on this match remain valid. Otherwise, the rates for this match must be refunded.

**c.** If the venue of the match (of the sport ground) changes, all bets are considered valid.

**d.** If one of the announced participants in the pair is replaced before the start of the match, all bets on this match are refunded.

**e.** If according to the decision of the judges a point deduction occurred for one of the teams, bets are counted according to the decision given by the judges. The exceptions are the rates in live mode on which team will be the first to score 5/10/15/20 points, as well as the rates in live mode on which team will win the next assist. Such rates are calculated on the basis of which team will be the first to score the specified number of points, and if the required number of points have been reached, a further deduction of points by the judges does not affect the initial determination of the winner for the given position. Bets live on which team will win the next assist, are calculated similarly.

**f.** The following items are suggested for betting on beach volleyball:

**1. Winner.**

It is proposed to determine the outcome of the match.

**2. Total.**

If as a result of the match the total number of scored points is equal to total of the rate, a refund takes place.

**3. An Individual total <specified team>.**

If as a result of the match the total number of points scored by this team is equal to the total of the rate, a refund takes place.

**4. The Total of sets in the match.**

It is necessary to determine whether the teams will play the number of sets in the match more or less than the indicated one. If the match was interrupted and not resumed, at the rates for this position, a refund takes place.

**5. Who will be the first to score 5 (10/15) points in the match?**

If by the decision of the judges for one of the teams a point deduction occurred after it first reached the required number of points, the initial calculation remains in force and the decision of the judges is not taken into account in the calculation of the given position.

**6. How many sets will be in the game?**

The sets actually played in the match are taken into account. If a match was interrupted and not resumed, at the rates for this position a refund takes place.

**7. A Handicap at sets.**

**8. Exact score at sets.**

**9. The winner of the tournament.**

If more than one team is recognized as a winner of the tournament, the coefficient of the rates on this team is divided by the number of winners.

**10. Total of the match even/ odd.**

**11. Total of the set even / odd.**

**12. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**American Soccer**

**a.** The overtime is taken into account in the calculation of all markets, except for the market “the first half / match”, “The difference in points” and “The outcome of the fourth quarter”.

**b.** If a match is interrupted for more than 15 hours, all bets are refundable, except for the ones, the outcome of which was clearly defined by the time of stopping the match.

**c.** If a match was postponed for more than 30 hours, all bets are refundable.

**d.** The following items are suggested for betting on American football:

**1. Winner.**

It is proposed to determine the outcome of the match. The rates are accepted taking into account the overtime.

**2. Total.**

If as a result of the match the total number of goals scored is equal to the Total of the rate, bets are returned. Similarly, for the individual Total of a team or a player.

The rates are accepted taking into account the overtime.

**3. Handicap.**

If the handicap has only 2 options (only win 1 or win 2, without the option of a draw) in case of a tie taking into account the Handicap, a refund takes place (regardless of the period for which the match is invited to bet).

#### **4. The first half / match.**

To win the bet, you have to guess the outcome of the first half and the match. The overtime is not taken into account.

#### **5. Rates on a quarter.**

Rates are offered on the winner, the winner with a handicap or the total number of points corresponding to the quarter of the match. Which team is leading in the match after the corresponding quarter, is not taken into account. The overtime is not taken into account.

#### **6. The first / last author of the touchdown.**

To win the bet, you should guess, respectively, the author of the first or last touchdown in the match. The player must play more than the first second in the match in order bets to be considered valid, otherwise bets will be void.

#### **7. Betting on the first half.**

To win a bet, you need to guess the winner of the first half of the match. Bets are void if the match is interrupted before the end of the second quarter.

#### **8. First / Next efficient Play.**

To win a bet, you need to guess what will be the first/next efficient action/Scoring Play/: touchdown, goal against the gates or safety. If a match was interrupted or ended up before the end of the touchdown, the goal against the gates or safety, bets will be void.

#### **9. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

### **Motor racing**

- a.** These rules relate to Formula 1, Moto GP, German DTM, WTTC, Superbike, Super sport, Trial and others.
- b.** The places of road racers, as well as the distribution of points of a team, are determined by the official final protocol /report/, published immediately after the race. The subsequent post-race disqualifications of road racers and protocol changes by the bookmaker company are not taken into account.
- c.** The winner for all bets on the qualification is determined by official qualifying time, which is announced by the relevant governing federation of the indicated tournament.
- d.** Road racers who have dropped out the pace lap, are automatically classified as having started in the race.
- e.** The following types of rates are accepted for motor racing:

#### **1. The winner of the race.**

As a winner is considered the road racer who has won the first place in the race concluding protocol. If the specified road racer did not participate in the race, for bets made on the given road racer for this position, a refund takes place.

**2. Finish on the podium.**

You need to determine which road racer will enter Top 3 on the basis of results of the race. If the specified road racer did not participate in the race, for bets made on the part of the road racer for this position, a refund takes place.

**3. The winner of the championship.**

If a specified road racer did not participate in any race of the championship, the bets made on the part of the road racer for this position, shall be returned.

**4. Top 3 of the championship.**

You need to determine which road racer will enter Top 3 according to the results of this championship. If the specified road racer did not participate in any race of the championship, bets made on the part of the road racer for this position shall be returned.

**5. The winner of the Trophy /Cup of Constructors.**

You need to determine which team will win in the indicated season of The Trophy /Cup of Constructors Championship. In the event that any of these teams is disqualified or bowed out of the championship for any reason, all bets on the team remain valid; however, if the refusal to participate / disqualification occurred before the start of the season, all bets on this team for this position are refunded.

**6. Who is higher?**

It is necessary to name the driver in the offered pairs who will perform better. In this case, the best racer is considered the one who won a higher place in the final protocol. If both riders went out of the race, the road racer driving more laps is considered the best. If both riders went out on one lap, rates are returned. If one of the riders went out of the race, the road racer completing the race is considered the best. If a road racer drove more laps, but was disqualified during the race, the best is any other road racer, who was not disqualified during the race (even if passed at least one lap in the race.) If both road racers were disqualified during the race, the rate shall be returned.

**7. Which team will score more points?**

It is necessary to determine which team will score more valid points. If both teams have picked up no valid points, the best team is considered the one which has less sum of seats occupied by road racers. If at least one of the road racers of the given team took part in the race, all bets for that position remain in force. Otherwise, the rates for this position are refundable.

**8. He will drop out of a race – he will not drop out of a race.**

It is suggested to indicate if a certain road racer will drop out of a race or will not. At the same time the road racer who dropped out of the race a few laps before the finish, but was classified on the basis of race with a lag of “n” circles from the leader according to the official report, is considered as finishing the race completely.

If the specified road racer did not participate in the race, for bets made on the part of the road racer for this position, a refund takes place.

The places of the road racers are determined according to the official final report, following immediately after the race. Disqualifications of road racers and /report/ protocol changes after the race are not taken into account by the bookmaker.

**9. A rate on the road racer who did the fastest lap of the race.**

If the specified road racer did not participate in the race, for rates made on the part of this road racer for this position, a refund takes place.

**10. Which road racer will score more points in the remaining races of the season?**

If at least one of the road racers did not participate in any of the remaining races of the season, a refund takes place on the rates for this position.

**11. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Australian football**

- a. The overtime is taken into account in the calculation of all markets, except the markets “The first half / match”, “The difference in points” and “The outcome of the fourth quarter”.
- b. If a match is interrupted for more than 15 hours, all bets are refundable, except the ones, the outcome of which was clearly defined by the time of stoppage of the match.
- c. In the event of the postponing of the start time of the match for more than 30 hours, all bets are refundable.
- d. The following items are suggested for betting on Australian football:

**1. Winner.**

It is proposed to determine the outcome of the match. The rates are accepted taking into account the overtime.

**2. Total.**

If as a result of the match the total number of scored goals is equal to the Total of the rate, a refund takes place. Similarly, for the individual Total of a team or a player.

The rates are accepted taking into account the overtime.

**3. Handicap.**

If the handicap has only 2 options (only win 1 or win 2, without the option of a draw) in case of a tie taking into account the Handicap, a refund takes place (regardless of the period for which the match is suggested to bet).

**4. The first half / match.**



To win the bet, you have to guess the outcome of the first half and the match. The overtime is not taken into account.

**5. Rates on a quarter.**

Rates are offered on the winner, the winner with a handicap or with the total number of points corresponding to the quarter of the match. Which team is leading in the match after the corresponding quarter, is not taken into account. The overtime is not taken into account.

**6. Betting on the first half.**

To win a bet, you need to guess the winner of the first half of the match. Bets are void if the match was interrupted before the end of the second quarter.

**7. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Boxing**

- a. If for any reason the duel meet did not take place and is held not later than 28 days after the original scheduled date, all previously placed bets are valid for the newly organized duel meet. If, within 28 days after the scheduled date the duel meet did not take place, all bets will be void and are refundable.
- b. When carrying the duel meet to another arena, all bets on the duel meet are still valid.
- c. The duel meet is considered to have started after the first gong. In case of a play for winning of one of the participants the concept "a win" means a win on points, winning by KO, TKO, or a disqualification of the rival or his refusal.
- d. The concept "a prescheduled win" means a knockout, technical knockout, disqualification of a rival or a refusal.
- e. The concept "a win on points" means a victory won by decision of judges after all the rounds of the fight.
- f. If a boxer did not come out at the beginning of the next round after hitting the gong, the duel meet is considered to have finished in the previous round with the victory of the rival of the given boxer.
- g. If the scheduled number of rounds has changed, then all bets on the result of the fight are still valid, and the rates on the number of rounds shall be returned.
- h. If one of the participants in the fight was replaced by another party, all bets on this match shall be returned.
- i. Rates are offered for the following positions:

**1. The winner of the duel meet.**

It is necessary to determine the outcome of this duel meet: the win of one of the participants or a draw in a duel meet (the way victory was reached is not essential for the outcome of "a win":

according to the points, KO, TKO or a disqualification of the rival or his refusal). Bets will be counted according to the official results announced in the ring (including the possible conversion of points recorded in the reports by the judges). The judicial and disciplinary decisions taken by the governing bodies later in the calculation of rates for this position are not affected. If the match ended in a draw, and the rates for a similar result were not offered, then all bets on this position will be void and shall be returned.

## **2. The Total of rounds in a match.**

If the boxer did not come out at the beginning of the next round after hitting the gong, the fight is considered finished in the previous round with victory for the rival of the boxer. If the number of rounds scheduled by the regulation have changed, the rates for this position shall be refunded. The number of fully conducted rounds in the duel meet is taken into account.

## **3. Betting on rounds.**

It is necessary to define in what round and by whom a victory will be won. In this case it means a

victory in the duel meet, but not a victory in the round. If winning divulged by the decisions of the judges after the last round of the duel meet, all bets on the winning of the parties in the last round of the duel meet remain in force and are considered lost.

## **4. Will there be a knockdown in the indicated round?**

Only the knockdowns are counted, as a result of which the referee opens the countdown, or if the referee initiates a countdown himself.

Falls on a slippery floor and other similar incidents are not taken into account.

## **5. The outcome of the match.**

It is necessary to determine which way the outcome of the match is determined as well as the winner of the match. Available options are:

- The Victory of a Player 1 (Player 2) by knockout (if a boxer is lying down on the floor during 10 seconds of the countdown of the referee), a technical knock-out (after 3 knockdowns by the decision of the referee as well as the refusal of the player to continue the fight) or disqualification;
- Victory Player 1 (Player 2) by decision of the referee (after completion of all regulated rounds of the given duel meet), or technical decision of the referees (an early decision on points) a Draw.

## **6. The winner of the match / number of rounds.**

It is necessary to determine who will win the duel meet and if during that the number of rounds, more or less than the indicated one, will take place in the duel meet. If the match ended in a draw, all bets on this position are considered void and shall be returned. If the boxer did not come out at the beginning of the next round after hitting the gong, it is considered that the duel meet ended in the previous round with the victory of the rival of the given boxer. If the number of rounds scheduled by regulation has changed, the rates for this position shall be returned. The numbers of rounds fully conducted in the duel meet are taken into account.

## **7. When and who will win the duel meet?**

It is necessary to determine the winner of the match, as well as the range in which victory is won.

If the match ended in a draw, all bets on this position will be considered void and shall be refunded.

If the boxer did not come out at the beginning of the next round after hitting the gong, it is considered that the fight ended in the previous round with the victory of the rival of the given boxer.

If the number of rounds scheduled by regulation has changed, the rates for this position shall be returned. The number of rounds fully conducted in the duel meet is taken into account.

**8. Will the duel meet continue the regulated number of rounds?**

It is necessary to determine whether all regulated number of rounds will be held in a duel meet or the victory of one of the parties will be announced ahead of time.

If the number of rounds scheduled by regulation has changed before the beginning of the match, the rates for this position shall be returned.

If a match is interrupted or canceled due to technical reasons, for all bets on this position a refund takes place.

**9. What round the winner will be declared in?**

It is necessary to determine whether the winner of the duel meet is declared in one of the proposed rounds, or the winner of the duel meet will be determined by the decision of the judges after the completion of all regulated rounds of the duel meet. If one of the boxers did not come out at the beginning of the next round after hitting the gong, it is considered that the duel meet ended in the previous round.

**10. Will a <specified Boxer> get a knockdown in the duel meet?**

Only the knockdowns are counted as a result of which the judge opens the countdown, or if the referee initiates a countdown himself.

Falls on the slippery floor and other similar incidents are not taken into account.

**11. Will <the specified Boxer> win the duel meet in the 1st minute of the match?**

The time from the gong about the start of the duel meet is taken into account including the 59th second of the duel meet.

**12. Will <the Specified Boxer> get a knockdown and win the duel meet?**

Available options are:

“Yes” – during the duel meet the specified player will get at least one knockdown and will be declared a winner according to the results of the duel meet.

“No” – in any other case.

Only the knockdowns are counted as a result of which the judge opens the countdown, or if the referee initiates a countdown himself.

Falls on a slippery floor and other similar incidents are not taken into account.

If a match is interrupted or canceled due to technical reasons, for all bets on this position a refund takes place.

**13. Who will get a knockdown / knockout / technical knockout?**

The following outcomes are possible:

“None” – none of the players in the match will get a knockdown / knockout or technical knockout;

“Player 1” – Player 1 in the duel meet will get a knockdown or a knockout or a technical knockout (or a knockdown and a knockout / a knock-down and a technical knockout);

“Player 2” - Player 2 in the duel meet will get a knockdown or knockout or a technical knockout (or a knockdown and a knockout / a knock-down and a technical knockout);

**14. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Badminton**

**a.** In the event that one of the alleged participants was replaced by another one before the start of the match, rates on such an event shall be returned.

**b.** In the event of the carrying over the match or if the match is interrupted, all bets shall be returned except the ones the outcome of which is uniquely determined by the time of the stoppage (in case of interrupted matches). If the match was interrupted due to an injury or disqualification, and as a result of that a party is specified, who passes the next round, the rates on pass remain in force.

**c.** The following methods of betting on badminton are accepted:

**1. The winner of the match.**

It is necessary to determine the winner of the match.

**2. The winner of the set.**

It is necessary to determine the winner of the set.

**3. The winner of the tournament.**

If the specified player did not participate in the given tournament, all bets on this player shall be returned.

**4. Who will win the next pitch?**

If the next pitch was not done in the match, all bets on that position are refundable.

**5. The exact score.**

In the case if the match was interrupted or not played the regulated number of sets, all bets on that position shall be refunded.

**6. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Baseball**

- a. If two matches are played in one day involving the same teams, and the bookmaker has offered for the game only one, the result shall be credited on the first (start time) of them.
- b. In the case of carrying over or cancellation of the match, bets on the event shall be returned with coefficient (1) if the match does not resume for more than with 15 hours.
- c. If the match has been suspended for more than 15 hours, the calculation for all bets is done with coefficient (1); a return takes place. In case the match ends within 15 hours all bets remain in force.
- d. Unless otherwise mentioned, all accepted bets are calculated with taking into account the results of the official websites and extra Innings as well. If it is possible for the match to end in Draw, all bets are refunded if there are no prices offered for the "Draw" market.
- e. If the match is abandoned before the end of the regular time of play, the result after five (5) innings have been played (4 ½ innings if the home team is leading) will be considered as the official. As a winner is considered the team that has more runs after the last full inning (unless the game is abandoned in the first half of the inning and the home team is leading, in such cases, the winner is the home team). If a match is interrupted earlier than specified in this paragraph for all bets except those outcome of which is uniquely determined by the time of stoppage of the match, a refund takes place.

Unless otherwise stated, these rules apply to all bets.

The exceptions are:

**"Betting Live".**

A match must be played in full for accounting the rates. If a match is interrupted, all bets on this game are void except for the rates, the outcome of which is uniquely determined by the time of stoppage of the match.

**More / Less, More/ Less Runs + strikes + errors, handicap.**

Bets will be counted based on the official score after 9 innings (8 ½ innings if the home team is ahead). If extra innings are required for completing the game, the rates are calculated based on the final result of the official score. If the game is completed earlier, all bets will be void.

**Game "Hosts – Guests." (Home-Away)**

Matches of one playing day and only matches specified in the current line take part in the game. If at least in one of the matches 8.5-9 innings is not played, the rates for a given position shall be returned. The calculation of the rate is defined as the sum of points scored by the hosts against the amount of points scored by guests (a refund takes place in the case of a tie at the rate).

f. The following items are available for betting on Baseball:

**1. Winner.**

It is offered to determine the outcome of the match. Rates are accepted taking into account extra innings.

### **2. More/less**

If as a result of the match the total number of scored points is equal to the total of the rate, the rate is returned. Similarly, for the individual total of a team or a player. Rates are accepted taking into account extra innings.

### **3. Handicap.**

If the handicap has only 2 options (only handicap 1 or handicap 2, without the option of a draw) in case of a tie taking into account the Handicap, a refund takes place.

Rates are counted based on the official score after 9 innings (8 ½ innings if the home team is ahead). If for completing the game extra innings are required, bets will be counted based on the final official score. If the game is completed earlier, all rates will be void.

An exception: If the game ends due to the wide breakaway of one of the teams, all bets on that position shall remain in force.

In case of a tie, a refund takes place taking into account the Handicap (regardless of the period for which the match is offered to bet).

### **4. More / less points <a specified Team>**

It is suggested to determine whether the number of points scored by this Team is more or less than the specified parameter. If as a result of the match the total number of points is equal to total of the rate, the bet is returned.

Bets are counted based on the official score after 9 innings (8 ½ innings if the home team is ahead). If for completing of the game, extra innings are required, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

### **5. More/less Runs + strikes /bumps/ + errors.**

It is suggested to determine whether the amount of the match runs, bumps and mistakes made by members of both teams, are more or less than the specified parameter. If as a result of a match, the total number of runs + strikes + errors is equal to Total of the rate, a return takes place.

The calculation is based on the official records of regulatory bodies and federations of respective tournaments.

Bets are counted based on the official score after 9 innings (8 ½ innings if the home team is ahead). If extra innings are required for completing the game, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

### **6. Will the sum of runs + strikes /bumps/ + errors be even or odd?**

It is suggested to determine whether the sum of runs, bumps and mistakes made by members of both teams in the match will be even or odd.

The calculation is based on the official records of regulatory bodies and federations of respective tournaments.

Bets are counted on the official score after 9 innings (8 ½ innings if the home team is ahead). If for completing the game extra innings are required, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

If the result is 0, the rates are counted as “even”.

#### **7. Total even / odd**

Bets are counted based on the official score after 9 innings (8 ½ innings if the home team is ahead). If for completing the game extra innings are required, bets will be counted based on the final official score. If the game is completed earlier, all bets will be void. If the result is “0-0”, all bets on this position are counted as “even”

#### **8. Which team will be the first to make a run?**

If the result is “0-0”, all bets on such a position shall be returned.

#### **9. Which team will be the last to make a run?**

If the result is “0-0”, all bets on such a position shall be returned.

#### **10. Which team will be the next to make a run?**

If no following run took place in the match (including if a match was interrupted), the rates for this position shall be returned. In case the match was interrupted after the next run took place, all bets on that position remain in force.

#### **11. Inning 1: More/less than 0.5.**

To count the rate the first inning of the match must be played in full.

#### **12. The outcome of 1 inning.**

To calculate the rate, the first innings of the match must be played in full.

#### **13. The type of the first home run in the match.**

It is suggested to determine the type of the first home run in the match whether it will be a solo (1 point), 2 points, 3 points or the Grand Slam (4 points) or there will not be any home run in the match at all.

Bets will be counted based on the official score after 9 innings (8 ½ innings if the home team is ahead). If extra innings are required for the completion of the game, bets will be counted based on the final official score. If the game is over earlier, all bets will be void.

#### **14. When more runs are done?**

It is necessary to determine in which period of the match more runs will be done: in the first 4.5 innings (including the top 5 innings) or in the second 5 innings (after the top 5 innings (from Bottom 5 innings including the end of the game)), or it will be a draw. In case of extra innings the result after the top 5 innings includes the result of extra innings.

**15. Will the team carrying out the first run win the match?**

The following outcomes are possible:

“Yes” – a bet on this outcome is winning if the team that carried out the first run will win the match.

“No” – a bet on this outcome is winning if the team that carried out the first run loses the match.

If the match ends in a draw, all bets on that position are refunded.

If the match ends before the end of the official time of the play, the result after five (5) innings have been played (4 ½ innings if the home team is leading) will be considered as official. The winner is the team that has more runs after the last full inning (unless the game is interrupted in the first half of the inning and the home team is leading, in such cases, the winner is the home team).

**16. The outcome of the first top pass of the next inning: a ball or any other outcome?**

It is necessary to determine whether the result of the first pass will be a ball or a strike, run, home run, an error, etc. (which means in the outcome “any other outcome”).

**17. Which team will be the first to make 3 runs?**

Bets will be counted based on the official score after 9 innings (8 ½ innings if the home team is ahead). If extra innings are required for completing the game, the rates will be counted based on the final official score. If the game is completed earlier, all bets will be void. An exception: If till the moment of the stop of the match one of the teams has made three runs.

**18. Game “Home – Away.”**

Matches of a single playing day take part in the game. If at least in one of the matches 8.5-9 innings on the rates are not played, then a refund is drawn. The calculation of the rate is defined as the sum of points scored by the hosts against the amount of points scored by guests: in case of a tie, a return of the rate on the winner takes place.

**19. Division Champions.**

If the playing season is shortened for any reason, all bets will be counted on the basis of which team will be called Division Champion by the respective governing body.

**20. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Basketball**

- a. The results for all bets on the game are made taking into account the overtime, unless stated otherwise. An exception: the bets on the winner of the match, in which there is an option “draw”, are offered only on the regular time, not taking into account the overtimes.
- b. Except for cases mentioned in point 16.1.1 if the match is interrupted until the end of regulated time and not resumed within 30 hours, on all bets on this match, the outcome of which is not defined by the time of the stoppage, a return takes place.



- c. If a match is interrupted for less than 5 minutes to the end, all bets on this match remain valid. If a match is interrupted for more than 5 minutes before the end of the regulated time and not resumed within 24 hours, for all bets on this match, the outcome of which is not defined by the time of the stoppage, a return takes place. All bets the outcome of which is known at the time of stoppage of the match remain in force. In the case of Live bets, if the match is interrupted, the calculation takes place only on the rates, the outcome of which is determined at the moment, all other bets are returned.
- d. In the event of carrying over the start time of the match for more than 15 hours, all bets on this match shall be returned, otherwise bets remain in force.
- e. The results on the rates for the second half and for the 4th quarter are summed, excluding overtime.
- f. If as a result of the match the total number of points is equal to the total of the rate, the rate shall be returned. Similarly, for totals of quarter / half match, individual totals of teams and players (including bets on more/less rebounds, assists fouls, block shots, steals, made by the team or a player), as well as for the betting odds of the match / halves / quarters, the comparison of statistics of players and other positions where the options of the exact value of handicaps / totals are not taken into account.
- g. In case of betting on the statistics of players (more / less rebounds, assists, fouls, block shots, grasp changes) if the indicated player has not participated in the match, a refund takes place. In case of comparing of statistics of players (which player will score more rebounds / assists / fouls / block shots / grasp changes) if one of the participants indicated on this position has not participated in the match, at the rate for this position a return takes place.
- h. Betting on the total of players / comparison of statistics of players are taken into account including the overtimes, unless otherwise is indicated.
- i. When playing "Home-Away" only the games listed in the line of the day are taken into account. In case of carrying over or cancellation of one or more of the matches listed in the line, the rates on the game, "Home-Away" shall be returned.
- j. For bets on Basketball the following positions are suggested:

**1. Winner.**

It is suggested to determine the outcome of the match. If there are options "Team 1", "Team 2" and "A draw" in the position, bets are accepted based on the regular time of the match, excluding overtime (overtimes), in other cases – taking into account overtimes.

**2. Total.**

If as a result of the match the total number of scored points is equal to total of the rate, the rate is returned. Similarly, for the individual Total of the team or the player.

**3. Handicap.**

In case of a tie taking into account the Handicap, a return takes place (regardless of the period for which the match is suggested to bet). Similarly, for the comparison of statistics of players (points / fouls / block shots / rebounds / assists and other parameters).

**4. Will overtime be in the match?**

If the match was interrupted in the overtime, the rates for this position shall remain in force.

**5. An Individual total <specified Team>**

It is suggested to determine whether the number of points scored by this Team is more or less than the specified parameter. If the total number of points scored is equal to total of the rate, return takes place.

**6. In which half more points will be scored?**

The overtime is not taken into account for scoring of the 2nd half of the match.

According to the regulations, the whole regular time of the match must be played in full.

**7. In which quarter more points will be scored?**

To calculate the rates, all four quarters of the match should be fully played. When calculating the rate, the overtime is not taken into account.

**8. What difference will a victory be scored in the match with?**

If the match is stopped and not completed within 24 hours, a return takes place on the rates for this position.

**9. Total even/ odd.**

It is necessary to determine whether the total of the match / of relevant period (half of the match / a quarter of the match/ or the whole match) will be even or odd.

**10. More / less rebounds (assists / blocks) <specified Team>**

It is necessary to determine whether the number of rebounds (assists / blocks) made by the players of the respective teams are more or less than the specified parameter.

Refusal to participate in the match / disqualification / injury of the individual players does not affect the calculation of rates in the given position.

Unless otherwise specified, the rates for this position are accepted taking into account the overtimes.

**11. More / less rebounds (assists / blocks / grasp changes / points / block shots) made by <the given player>.**

It is necessary to determine the number of rebounds (assists / blocks / grasp changes / points / block shots) made by the appropriate player. The abbreviated name of the team is shown next to the player strictly for informational purposes. Any inaccuracies or errors in pointing abbreviated name of the player do not affect the calculation of rates, the rates remain in effect. If the specified player did not participate in the match, a return takes place.

Unless otherwise specified, the rates for this position are accepted taking into account the overtimes.

**12. Which team will score more rebounds (grasp changes / blocks)?**

If the match of one of the teams is carried over / interrupted and not completed within 24 hours, a return takes place on these rates.

A comparison is carried out only on matches specified in the line of the tournament. The rates for this position are accepted taking into account the overtimes.

If players have scored the same number of rebounds (assists / blocks / grasp changes / points / block shots), all bets on that position are returned.

Rate for this position are accepted taking into account the overtimes, unless otherwise is indicated.

**13. Who will score 10 points in the match (in the indicated quarter / in the indicated half of this match)?**

It is suggested to determine which of the teams will be the first to score 10 (20) points in this range of the match (in the match / in the quarter / in the half).

For the quarters of the match the overtime is not taken into account.

If in the indicated range of the match the specified number of points was not scored, a return takes place for all bets on that position.

**14. The winner of a group (conference / division).**

To calculate the rates for this position all the matches of the group (conference / division) should be played. Otherwise, the rates for this position shall be returned. Exceptions are betting on a team which, for any possible outcome of unplayed matches (including the optimal outcome for the given team) does not even have a theoretical chance of winning in the group, such bets are considered lost by a customer.

**15. The winner of the Playoff series (Best-of-3 / Best-of-5/Best-of-7).**

If the number of matches necessary to win is not played according to the regulations, a return takes place for all bets on this position.

**16. The winner of the tournament.**

If more than one team is recognized as the winner of the tournament, the odds bet on this team is divided by the number of winners.

**17. The first removal of the match.**

Only removals as a result of 5 or 6 (depending on the regulations of the respective championship) fouls, scored by one player in the match are taken into account.

Removals as a result of technical and non-sporting fouls are not taken into account.

**18. Passing to the next round.**

The rate is calculated by the result, determined directly after the last match of the given series of playoff of the indicated round, regardless of the subsequent judicial / disciplinary decisions.

If any of these indicated teams was unable to participate in this round because of any reason (including disqualification, refusal to participate, etc.), the opponent of this team is accounted the victory in the series and pass. All rates remain valid.

**19. Which team will score the first points in the match (quarter / half)?**

It is necessary to determine which team will score the first points in the indicated range of the match.

**20. Which team will score the last points of the match (quarter / half)?**

It is necessary to determine which team will score last points in the range of the match.

If the match (indicated quarter / half) is interrupted and not completed within 24 hours, a return takes place at such rates.

**21. Will the first points in the match be scored with the help of 3-point shots, 2-point shots and penalty shots?**

Only the shots officially counted by the referee are taken into account.

**22. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Darts**

a. In case of carrying over the game for more than 30 hours, all bets on the match shall be refunded. If a match is carried over for less than 30 hours, the rates for this match remain valid.

b. If the match is interrupted or shortened, the winner of the match is declared the member of passing to the next round or declared the winner of the match according to the decision of the judges of the regulatory body / federation of the tournament. In this case the rates on the remaining positions will be declared invalid if otherwise is not specified in those rules. An exception: the rates, the outcome of which is uniquely determined by the time of stoppage of the match, are declared valid and remain in force.

c. The following items are available for betting on darts:

**1. Winner.**

It is proposed to determine the outcome of the match. If the item has options: Team 1, Team 2 without the option "Draw", but the match ends in a draw, all rates on that position shall be returned.

**2. More/less splitting-outs 180 in the match?**

It is necessary to determine whether the number of situations in which the players in the match with one series of shots (one try) will rack up to 180 points, more or less than the specified parameter.

If as a result of the match the total number of series to 180 points is equal to the total of the rate, a return takes place.

If a match is interrupted or reduced, a return takes place for all bets on this position.

**3. More/less splitting-out 180 by player 1 in the match Over / under splitting out 180 by player 2 in the match?**

**4. More/less splitting-out 180 by <specified player> in the match**

It is necessary to determine whether the number of situations in which the relevant players in the match with a series of shots (one try) will score by 180 points, are more or less than the specified parameter.

If as a result of the matches the total number of series to 180 points of the indicated player is equal to the total of the rate, a return takes place.

If the match is interrupted or shortened, for all bets on this position a return takes place.

**4. Handicap of the match on legs.**

In case of equal points taking into account the Handicap a return takes place. If the match is interrupted or reduced, on all rates on this position a return takes place.

**5. The winning color of the given leg.**

It is necessary to determine in which color sector the last successful throw will be made by the winner of the given leg. For accounting on this position the leg must be played in full.

**6. Double victory of the leg more/less than 40.5.**

It is necessary to determine whether the last successful double of the given leg is more or less than 40.5. For accounting on this position a leg must be played in full.

**7. The winner of the tournament.**

If more than one team is recognized as a winner of the tournament, the odds bet on this team is divided by the number of the winners. In case if the specified party was unable to participate in this tournament (did not play a single second in any game of the tournament), the rates for this participant for this position shall be returned.

**8. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Volleyball**

- a.** If the match has started, but not completed or has been interrupted for more than 30 hours, all rates shall be refunded except the ones, the outcome of which was clearly defined by the time of the stoppage.
- b.** If the date of the start of the match has been carried over for a period of time less than 30 hours, then all bets on this match remain valid. Otherwise, the rates on this match are returned.
- c.** If according to the decision of the judges of the teams a deduction of points occurs, rates will be counted according to the given decision of the judges.
- d.** If in the match Golden Set is played (according to the regulations of individual tournaments), Golden set is not taken into account for counting the rates on this match. Golden Set only

affects the calculation of rates of passing to the next round and determining the winner of a certain round / a tournament.

e. The following items are available for betting on Volleyball:

**1 Winner.**

It is proposed to determine the outcome of the match.

**2. Total.**

If as a result of the match the total number of scored points is equal to the total of the rate, a return takes place.

**3. Individual total <specified Team>.**

If as a result of the match the summed points scored by Team 1 (Team 2) equals to total of the rate, a return takes place.

**4. Total of sets in the match.**

It is necessary to determine whether the teams will play more or less than the specified number of sets in the match. If a match was interrupted and not resumed, a return takes place at the rate for this position.

**5. Will the 5th set be played in the match?**

If while counting by sets 2:2 the match was interrupted, rates for this position shall remain in force and are calculated based on the fact that 5th set will be played.

**6. Who will be the first to score to 5 (10/15/20) points in the match?**

If according to the decision of the judges a deduction of points occurs for either team after it first reaches the required number of points, the initial calculation remains in force and the decision of the judges in the calculation of the positions is not taken into account.

**7. How many sets will be in the match?**

Actually played sets are taken into account in the match. If a match is interrupted and not resumed, at the rate for this position a return takes place.

**8. Handicap on the sets**

The rate calculation takes place regardless of with what score a set ended; only the final score in sets is taken into account.

**9. The Exact score in sets.**

A return takes place if the match is interrupted for all bets on the given position.

**10. The winner of the tournament.**

If more than one team is recognized as a winner of the tournament, the odds bet on this team is divided by the number of winners.

**11. The winner of the group stage.**

The rate is calculated only after the completion of all matches of the indicated group as a part of this round of the tournament. Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be considered. If the team on which the bet was made, was disqualified or refused to participate in the competition, all bets on this team are considered lost.

**12. The result after the first three sets.**

It is necessary to determine the outcome of the match after the first three sets.

**13. Total of the match even / odd.**

**14. Total of the set even / odd**

**15. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Water polo**

- a.** All bets on Water polo are accepted at the regular time of the match, unless otherwise is specified in the header of the event. The exception is betting on the passage.
- b.** In the event of transferring the match or if the match is interrupted for more than 30 hours, all bets shall be returned except those the outcome of which is uniquely determined by the time of the stoppage (in the case of interrupted matches).
- c.** In the event of transferring the start time of the match for a period less than 30 hours, all bets will remain valid, otherwise all bets shall be returned.
- d.** For counting the rates on the winner of the quarter, more/ less and handicapping quarter, only goals scored in the indicated period are taken into account. Unless otherwise stated, to determine the result of the 4th period goals in extra time are not taken into account.
- e.** For counting the rates on the winner of the half, more/ less and handicapping half, only goals scored in the indicated period are taken into account. Unless otherwise stated, to determine the result of the 2nd period goals in extra time are not taken into account.
- f.** The following items are available for betting on Water Polo:

**1. Winner.**

It is necessary to determine the outcome of the match. Bets are accepted at the regular time of the match.

**2. Handicap.**

**3. Total.**

If as a result of the match the total number of scored goals is equal to the total of the rate, the rates shall be returned. Similarly, for the individual total of the team or the player.

**4. Individual total <The specified team>.**

If as a result of the match the number of goals scored by a specified team is equal to the Total of the rate, a refund takes place.

**5. Passing to the next round.**

The rates are accepted taking into account the extra time and series of penalty shoot-outs after the match.

**6. Total even/ odd.**

If the total is zero, the result of this position is considered "Even"

**7. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Winter sports**

**a.** Sports:

Skiing

Biathlon

Bobsleigh

Cross-Country

Skiing Freestyle

Aerials Sledge

Nordic

Combined

Speed skating

Skeleton

Jumping

Snowboarding

**b.** In case of change of distance, number of rounds of competitions, as well as in case of change of the place of the competition, all bets on the given event shall be returned.

**c.** In the event of the carrying over the start time of the event by more than 30 hours, all rates on the event are refundable.

**d.** In case the event was interrupted and not resumed, within 30 hours of stoppage of the event, all rates on the given event shall be refunded, except the ones, the outcome of which is uniquely determined by the time of stoppage of the race.



- e. If after stoppage the event was renewed for another track (trace), all rates placed on the given event shall be refunded, except the ones, the outcome of which is uniquely determined by the time of stoppage of the race.
- f. The places of athletes are determined according to the official final protocol, published immediately after the race. Changes to the protocol of the events related to the disqualification of athletes after the race, shall not be considered by the bookmaker company.
- g. The following items are available for betting on winter sports:

**1. A rate on the winner of the competition.**

In this case, a winner is considered the participant who has won the first place in the final concluding protocol. If a participant did not come out at the start of the competition, the rates shall be returned.

**2. Finish on Top 3.**

It is necessary to determine which one of the participants finishes in Top 3. If the participant did not come out to the start of the competition, rates shall be returned.

**3. The game "Who is better."**

In the proposed pairs it is necessary to name the participant who will perform better. In this case, a participant who occupied a higher place in the concluding protocol /report/ is considered the best. The calculation of the rates is based on the official report, published by the governing body / federation of respective event immediately after the competition. Changes to the protocol of events related to the disqualification of athletes after the competition, shall not be considered by the bookmaker company. If both participants came out of the competition, all rates will be refunded. If one of the participants does not finish the competition, while calculating rates for this position it is considered that his opponent took the higher place.

**4. In these given types of sports, other outcomes can be offered apart from what is mentioned above.**

**Cycle racing**

- a. All rates are counted according to the official finishing protocol at the time of the podium presentation of awarding the participants. Any changes made after this time, for the calculation of rates, are not taken into account.
- b. If a participant has not crossed the start line, all bets on him are refundable.
- c. In the event if the indicated stage is interrupted, all rates are refundable, except the ones, the outcome of which is clearly defined.
- d. If the specified race is interrupted (not carried out the specified number of stages according to the ordinance), all rates are refundable except ones, the outcome of which is clearly defined.
- e. In the event of carrying over of the start time or a stage of the race for more than 30 hours, all rates on this race or stage race are respectively refundable.

*f.* The following items are suggested for betting on Cycling:

**1. The winner of the race.**

It is proposed to determine which road racer will win in the race.

In case of disqualification, the rates will be calculated based on the results made public at the time of awarding the road racers.

When betting on winning in the race the road racer who is in first place on the basis of the entire competition is considered as a winner.

If none of the road racers completes the race, the road racer who has completed most of the stages is considered a winner.

If both road racers complete an equal number of stages, the one who is higher according to the classification of the last completed stage is the winner.

**2. The winner of the stage.**

It is proposed to determine which road racer will win in a certain stage of the race.

All rates on the road racers who did not take part in the race, shall be considered invalid, they shall be returned.

In the case of disqualification of any of the road racers, the rates will be calculated based on the results made public at the time of awarding the road racers on the podium.

**3. Who is higher (on the basis of results of a race)?**

It is necessary to determine which road racer will take a higher place in the general classification on the basis of results of race.

In order the rates on this position were considered valid, both road racers indicated in the given position must start the race.

At least one of the parties listed in the given position, should reach the finish of the race. Otherwise, all rates on this position shall be returned.

If only one of the road racers indicated in this position, reached the finish of the race, while calculation of these rates it is considered that the road racer has taken a higher place.

**4. Who is higher (according to the results of a stage)?**

It is necessary to determine which of road racers will take a higher place according to the results of the given stage.

If one of the indicated parties does not take part in this stage, the rates for that position shall be returned.

At least one of the parties listed in this position must reach the finish line of the stage, in order the rate to be considered valid. Otherwise, all rates on this position shall be returned.

In order the rates on this position were considered valid, at least one of the road racers indicated in the given position must start the race.

If only one of the road racers mentioned in this position, reached the finish of the stage, while calculation of these rates it is considered that the road racer has taken a higher place.

**5. Which team is higher (on the basis of the results of the race)?**

It is necessary to determine which of the indicated teams will take a higher place in the general classification on the basis of results of race.

In order the rates on this position were considered valid, at least one of the teams indicated in the given position must start the race.

At least one of the teams listed in this position, must reach the finish line of the race, in order the rate to be considered valid. Otherwise, all rates on this position shall be returned.

If only one of the teams indicated in this position, reached the finish of the race, while calculation of these rates, it is considered that the team has taken a higher place.

**6. Which team is higher (on the basis of the results of the stage)?**

It is necessary to determine which of the indicated teams will take a higher place according to the results of the given stage.

If one of the indicated teams does not take part in this stage, the rates for that position shall be returned.

At least one of the teams listed in this position, must reach the finish line of the stage, in order the rate to be considered valid. Otherwise, all rates on this position shall be returned.

In order the rates on this position were considered valid, at least one of the teams indicated in the given position must start the race.

If only one of the teams indicated in this position, reached the finish of the stage, while calculation of these rates, it is considered that the team has taken a higher place.

**7. King of the Mountain.**

Calculation of rates is done according to the official report of the regulatory body / federation of these competitions. Any changes in the calculation, as well as disqualifications occurred after drawing up the original protocol of the race / stage, the calculation of rates is not affected.

**8. Classification on points.**

It is necessary to determine which road racer will score the maximum points in the classification.

The calculation of rates is according to the official report of the regulatory body / federation of these competitions. The calculation of rates is not affected by any changes in the calculation and disqualifications that occurred after drawing up the original protocol of the race.

**9. Finish on the podium.**

It is necessary to determine which road racer will enter Top 3 of the race.

The calculation of rates is according to the official report of the regulatory body / federation of these competitions. The calculation of rates is not affected by any changes in the calculation and disqualifications that occurred after drawing up the original protocol of the race.

**10. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Handball**

- a. Rates on the match will only be accepted for the main time, not including the overtime, unless otherwise indicated. The result of the overtime does not affect the result of 2nd half and is not taken into account for counting the rates of the 2nd half.
- b. All results are calculated according to the official statistics, taken from the official websites of each league or tournament and also are checked with records of Live games. If the company's statistics, based on TV coverage does not coincide with the official statistics of league or tournament, the rates will be counted according to the statistics of the company.
- c. If the match was postponed/interrupted or not completed within 30 hours all rates on the given match are returned except the ones the outcome of which is uniquely determined by the time of stoppage of the game.
- d. The following positions are offered for rates on Handball:

**1. Winner.**

It is proposed to determine the outcome of the match. Rates are accepted only for the regular time, excluding the overtime.

**2. Total.**

If as a result of the match the total number of scored goals is equal to the total of the rate, rates are returned. Similarly, for the individual Total of a team or a player.

**3. Handicap.**

In case of a tie taking into account the Handicap, a return takes place (regardless of the period for which the match is invited to bet).

**4. Will the first (next / last) 7-meter penalty shot be implemented?**

In order the outcome of the given rate to be considered positive, the 7-meter penalty shot shall be implemented on the first try.

If on the first try the ball hits the goalkeeper or the frame of the gates, after which the player throws the ball from returns, the winning outcome of this rate will be "No".

**5. Which team will score the first goal of the match?**

**6. Which team will score the next goal in the match?**

If the next goal, on which rates were accepted, was not scored until the end of the match, all bets on this option are refundable.

**7. Which team will score the last goal of the match?**

The rates are accepted only at the regular time, excluding the overtime.

**8. Who will be the first to score 5 (10/15/20) goals in the match?**

It is necessary to determine which team will score the first specified number of goals in the match. If the number of goals was not scored before the end of the game, all bets on that position shall be returned.

**9. Who will be the first to score 5 (10/15/20) goals in half?**

It is necessary to determine which team will score the first specified number of goals in this half. If the number of goals was not scored before the end of the half all bets on that position shall be returned.

**10. Double outcome**

The following outcomes are possible:

1X – if the match ended in favor of the hosts or in a tie, bets on that position win.

X2 – if the match ended in favor of the guests, or a draw, bets on that position win.

12 – if the match ended in favor of the guests, or in favor of the hosts, the rates for this position win.

**11. 1 Half / Match.**

It is proposed to determine the outcome of the first half and the whole handball match. In the line in the first place is the result of the 1st half, in the second line – the result of the whole match.

**12. In which Half more goals will be scored?**

In case of goals equality in the 1st and 2nd half, the rate is returned.

**13. Total even / odd. Total of Team 1 (Team 2) even / odd.**

If the result is 0:0, the rates are calculated as “Even”

**14. Passing to the next round.**

The rate is calculated according to the results, which is determined immediately after the last match of the playoff series (or in accordance with the regulations of a match, which determines the pass of the team) of the indicated round, regardless of the subsequent judicial / disciplinary decisions.

If any of these teams was unable to participate in this round because of any reason (including disqualification, refusal to participate, etc.), a victory in the series and pass is reckoned for the opponent of such a team, all rates remain in force.

**15. The winner of the tournament.**

If more than one team is recognized as a winner of the tournament, the odds bet on this team is divided by the number of winners.

**16. The winner of the group stage.**

The rate is calculated only after the completion of all matches of this group as part of this round of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, shall not be taken into account.

If the team on which the bet was made, has been disqualified or refused to participate in the competition, all bets on this team are considered lost.

**17. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**

**Football**

**a.** Football Betting is accepted at the regular time, excluding extra time and penalty shoot-out series, except /besides/ special stipulated cases indicated at goldenpalace.be these rules the regular time should be counted taking into account the compensated time in the match, the rates on the events in each half take into account the compensated time of each half determined by judges.

**b.** Any match interrupted before the end of officially regulated regular time and not resumed within 30 hours is considered to be abortive, regardless of the judicial decisions on this game (Except all mentioned in 16.1.1). The rates, the outcome of which was clearly defined by the time the match was stopped, remain in force and are calculated in accordance with these Rules, a return takes place on the other bets of this match. If a football match is postponed for more than 30 hours, rates on it are refundable, otherwise rates remain valid.

**c.** All cards / removals and events after the final whistle of the referee are not taken into account for betting. All cards and removals occurred in the interval between the first and second half, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second half.

The following items are available for betting on Football:

**1. Winner.**

It is proposed to determine the outcome of the match. The rates are accepted for the regular time.

**2. Total.**

If as a result of the match the total number of scored goals is equal to the total of the rate and the option an exactly < specified number of > goals is not stipulated, there is a return. Similarly, for the individual total of a team or a player.

**3. Handicap.**

If the handicap has only 2 options (only Handicap 1 or Handicap 2, without the option – a draw) in case of a tie taking into account the Handicap, a return with a coefficient 1 takes place (regardless of the period for which the match is invited to bet). Similarly, for the handicap of cards / corners and other parameters.

#### **4. Double outcome**

The following outcomes are possible:

1X – The rate is winning if as a result of the match Team 1 won or a draw was fixed.

X2 – The rate is winning if as a result of the match Team 2 won or a draw was fixed.

12 – The rate is winning if as a result of the match Team 1 or Team 2 won.

#### **5. Whether a player will score at least one goal?**

Only the goals are taken into account which are scored in the gates of the opposing team and officially counted by the referee. If a player did not participate in the match, a return takes place.

#### **6. Who will pass to the next round?**

A rate is calculated only after the last match in the series of given round of the tournament with the participation of the specified teams.

A rate is winning only in case if the specified team passes to the next round of the competitions, regardless with what result the intermediate match/ time period of this round of the competition was completed.

Judicial or other decision to cancel / change the results of the tournament, made after the end of this round of the competition shall not be considered.

#### **7. Individual total <indicated Team>**

It is suggested to determine whether the number of goals scored by this Team is more or less than the specified parameter.

If as a result of a match the total number of goals scored is equal to the total of the rate, a return takes place with a coefficient of 1.

Only goals are taken into account which are scored into the gates of the opposing team and officially counted by the referee.

All goals scored by teams into their gates are considered as goals scored by a team-rival.

#### **8. The winner of the tournament.**

The rate is calculated only after the final match of the tournament according to the actually fixed result at the moment of the end of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions shall not be taken into account.

If the team on which the bet was made, does not qualify for this tournament, has been disqualified or refused to participate in the competition, all rates on this team are considered lost.

#### **9. The winner of the group stage.**

The rate is calculated only after the completion of all matches of this group as part of this round of the tournament.

Judicial or other decision to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be taken into account.

If the team on which the bet was made, has been disqualified or refused to participate in the competition, all rates on this team are considered lost.

**10. Which team will score the first goal of the match?**

If the first goal of the match is an own goal, the victory in the rate is calculated for the team in favor of which this goal was scored (i. e, the opponent team scoring the own goal).

**11. Which team will score the next goal in the match?**

If the next goal scored in the match is an own goal, the victory in the rate is calculated for the team in favor of which this goal was scored (i. e, the opponent team scoring the own goal).

**12. Which team will score the last goal of the match?**

If the last goal of the match is an own goal, the victory in the rate is calculated for the team in favor of which this goal was scored (i. e, the opponent team scoring the own goal).

If a match is interrupted and not resumed within 30 hours, rates on this position are refundable.

**13. Will both teams score?**

It is necessary to determine whether both teams will score at least one goal each in the given match.

All goals scored by the teams in their gates are counted as goals scored by the team-rival.

**14. Total even / odd.**

If the result of the match is "0:0", the rates will be counted as "Even"

**15. A victory without taking into account draws.**

If the regular time of a match ended in a draw, the rates for the given position are returned with coefficient 1.

**16. How many goals will be scored in the match?**

It is proposed to predict the exact number of goals in the match.

Only goals scored in regular time (including the time compensated by the referee but excluding extra time and penalties). All goals scored by the teams in their gates are counted as goals scored by the team-rival.

**17. How many goals will score <the specified team>?**

It is proposed to predict the exact number of goals scored by this team in the match.

Only goals scored in regular time (including the time compensated by the referee but excluding extra time and penalties). All goals scored by the teams in their gates are counted as goals scored by the team-rival.

**18. 1 Half /Match.**



It is proposed to determine the outcome of the first half and the whole football match.

In the line in first place the result of the 1st half is put, and in the second – the one of the whole match.

#### **19. Who will score the first goal of the match?**

The rates are winning for the player, who scored the first legally counted goal in the match.

If a player did not come out to the field in the match, all rates on him for this position are returned with coefficient 1.

If the first goal is scored by the player who was not represented among the options of given position, all rates on this position are considered lost. The exception: Bets on players who have not entered the field by the time of the first goal, such rates are refunded with coefficient 1.

If the first goal is an own goal (even if it is scored by the player on which the rates were accepted), all bets on this position are considered lost. The exception: bets on players who have not entered /come out to/ the field by the time of the first goal, such rates are refunded with coefficient 1.

#### **20. Who will score the last goal of the match?**

Rates are winning for the player, who scored the last counted goal of the match.

If a player did not enter the field in the match, all rates on him for this position are returned with coefficient 1.

If the last goal is scored by the player who was not represented among the options of the given position, all rates on this position are considered lost, the exception is – rates on the players who did not participate in this game, such rates are returned with coefficient 1.

If the last goal is an own goal (even if it is scored by the player on whom bets were accepted), all rates on this position are considered lost. Exception: rates on the players who have not come out to the field by the time of the last goal, such rates are returned with coefficient 1.

#### **21. The exact score of the match.**

It is proposed to determine the exact score of football match.

If the exact score according to the results of the match is not one of the options offered in the line, only the rates on the position "Any other" win.

#### **22. With what advantage will the match be won?**

It is necessary to determine which team and with what advantage in the score will win the match, or whether the match will end in a draw.

#### **23. More/less corners**

If as a result of the match the total amount of the served corners is equal to the total of the rate, a return with coefficient 1 takes place.

Only corners served by the teams are counted (regardless of how many corners were appointed by the referee).

Corners assigned but not served, are not taken into account in the calculation of rates.

If a team was forced to repeat the corner (because of errors / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

**24. The first corner kick in the match**

It is proposed to determine which team will serve the first corner kick.

If there is no corner kicks in the match, these rates shall be returned with coefficient 1.

Only corners served by the teams are counted (regardless of how many corners were appointed by the referee).

The corners assigned but not served, are not taken into account in the calculation.

**25. The last corner kick in the match.**

It is proposed to determine which team will perform the last corner kick.

If there is no corner kicks in the match, the given rates are refundable with coefficient 1.

Only corners served by the teams are counted (regardless of how many corners were appointed by the referee).

The corners assigned but not served, are not taken into account during the calculation.

**26. The time of the first corner kick.**

It is proposed to determine in what time interval of the proposed lines the first corner kick will be served.

If there is no corner kick in the match, according to the given rates a return with coefficient 1 is appointed.

At the same time the actual time of the corner kick is taken into account, but not the time, when it was assigned by the referee.

**27. Which team will have more corners in the match?**

Only corners served by the teams are counted (regardless of how many corners were assigned by the referee).

The corners assigned but not served, are not taken into account while calculation.

If the team was forced to repeat the corner (because of errors / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

If no corner kick was served in the match, "Draw" is the winning option.

**28. Total corner kicks even / odd.**

If no corner kick was served in the match, the rates are counted as "Even".

Only corners served by the teams are counted (regardless of how many corners were assigned by the referee).

The corners assigned but not served, are not taken into account while calculation.

If a team was forced to repeat the corner (because of an error / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

**29. Will a specified team win in either half?**

It is offered to determine whether the given Team will win at least in one half.

The following outcomes are possible:

“Yes” – the rate that this given team will win (i.e. a draw or a defeat are unacceptable) according to the results of the 1st half, or to 2nd time (the result of the 2nd time is taken into account, and not the result of the whole match, determined after the 2nd half).

“No” – a rate on the fact that this Team will not win in any one of the halves of the match.

**30. Will <a specified team> win in both halves of the match?**

It is offered to determine whether the given team will win both halves of the match (to clarify, the result of the second half of the match means the result of the second half alone, and not the result of the game after 2 halves (i. e. only goals scored in the second half are taken into account)).

The following outcomes are possible:

“Yes” is a rate that the given team will win in both the first and the second halves. If at least in one of the halves a draw or a defeat of the team is fixed, such rate is considered lost.

“No” – a rate on the fact that this Team will end in a draw or lose at least one of the halves.

**31. The time of the first goal.**

It is proposed to determine in which time interval proposed in the line, the first goal will be scored in the match.

When the match ended in a 0-0 draw, rates on the first goal are considered lost by a player.

**32. The Time of the last goal.**

It is proposed to guess at what time interval proposed in the line the last goal will be scored in the match.

When the match ended with the score 0-0, the rates at the time of the last goal will be considered lost by a player.

**33. In what half more goals will be scored?**

It is necessary to determine whether more goals will be in the first half than in the second, in the second more than in the first or the same number of goals will be scored in the first and second halves.

Only goals scored in the given halves are considered, taking into account the compensated time, but without taking into account the possible extra time.

**34. In what half more goals will be scored by <a specified team>?**

It is necessary to determine whether more goals will be in the first half than in the second, in the second more than in the first or the same number of goals will be scored in the first and second halves.

Only goals scored in the given halves are considered, taking into account the compensated time, but without taking into account the possible extra time.

All goals scored by teams in their own gates are counted as goals scored by a team-rival.

### **35. How will the first goal be scored?**

It is proposed to determine how the first goal of the match will be scored in particular.

The following outcomes are possible:

A blow

A header

With a penalty kick

With a kick from penalty

An Own goal

No goals will be scored

Regardless of what part of the body a goal has been scored, if it happened directly from the penalty kick, the outcome of "With a penalty kick" is the only winning rate, rates on all other outcomes (including "with a blow") are considered lost by a player.

Regardless of what part of the body a goal has been scored, if it happened directly from the penalty, the outcome of "With a penalty" is the only winning rate, rates on all other outcomes (including "with a blow") are considered lost by a player.

If a goal is scored as a header, the outcome of a "Header" is the only winning rate, rates on all other outcomes (including "blow") are considered lost by a player.

If the first goal in the match is an own goal, the outcome of which is the only winning rate, rates on all other outcomes (including "blow") are considered lost by a player.

### **36. Which team will be shown the first yellow card in the match?**

It is proposed to determine a player from which team will be the first to be shown the yellow card.

If according to the match protocol the first yellow cards will be shown to two or more players from different teams in one minute, the rates on this position are refundable. Only bets on the position "Both teams at the same time" win. If such an option is not mentioned in the line on all bets for this position a refund takes place.

If any yellow card is not shown in the match, only bets on the position "No warning will be" win. If such an option is not mentioned in the line on all bets for this position a refund takes place.

### **37. Which team will be shown more yellow cards in the match?**

Double yellow card shown to the same player, leading to his removal, is not taken into account.

The yellow cards shown only to the players present at the moment in the field, are taken into account. The yellow cards shown to reserve players, coaches and support staff of teams, are not taken into account.

All cards shown after the final whistle of the referee are not taken into account while counting the rates. All cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

**38. More / less yellow cards to <the specified team>?**

It is proposed to determine whether more or less yellow cards than the indicated number will be shown to the players of the specified team in this match.

Double yellow card shown to the same player, leading to his removal, is not taken into account.

The yellow cards shown only to the players present at the moment in the field are taken into account. The yellow cards shown to reserve players, coaches and support staff of teams, are not taken into account.

All cards shown after the final whistle of the referee are not taken into account for counting the rates.

All cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

**39. The first yellow card in the match**

If any yellow card is not shown in the match, the given rates are refundable with coefficient 1.

While counting the rates the actual time is taken into account when a yellow card is shown to a player.

**40. Total yellow cards even / odd.**

If any yellow card is not shown in the match, the rates are counted as "Even".

All cards shown after the final whistle of the referee are not taken into account for counting the rates.

All cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

**41. An Own goal <specified Team>?**

It is necessary to determine whether in this match a specified team will score at least one goal in its own gates.

**42. Will the <specified team> score in each half?**

The following outcomes are possible:

Yes – this team will score at least one goal in the first half and at least one goal in the second half.

No – at least in either half this team will not score any goals.

**43. When is the winner determined?**

The following outcomes are possible:

In the regular time – the rate will win if the regular time of the match (taking into account the time of the match compensated by the referee) ends with victory of one of the teams.

In extra time – the rate will win if the regular time of the match (taking into account the time of the match compensated by the referee) ends in a draw and extra time ends with victory of one of the teams.

The rate will win in penalty shootout series if both main and extra time of the match end in a draw.

**44. The team scoring the first goal will win.**

It is necessary to determine whether the team scoring the first goal will win.

The following outcomes are possible:

The Leader wins – The team scoring the first goal, will win the match.

The Leader loses – The team scoring the first goal will lose the match.

Leader – Draw – the match ends in an effective draw (excluding option 0-0)

No goals will be – the match will end with the outcome 0-0.

**45. What half will the first goal be scored?**

Only the goals officially counted by the referee of the match are taken into account.

**46. The compensated time of the match**

Rates on the amount of compensated time are calculated based on the time shown by 4th official judge, and not actually played compensated time.

**47. Will a removal take place in the match?**

It is offered to determine whether at least one player's removal from the field will be in the football match. Only the removals of players who are currently in the field are taken into account.

The removals shown to reserve players, coaches and support staff of teams, are not taken into account.

All removals after the final whistle of the referee are not taken into account for counting the rates.

**48. Which team will be the first to make a replacement?**

It is proposed to determine which of football teams will make the first replacement of a player.

In case of absence of replacements during the match, rates on the position "Will be no replacement" win.

If both teams make the first changes at the same time or during the break of the match, the rates on the position "Both teams at the same time" win.

**49. Who is higher?**

It is necessary to determine which team will take a higher place in the classification.

In case when both teams leave the tournament on one of its play-off stage, the rate of "who is higher" shall be returned.

If both teams leave the World Cup at the same stage in the group tournament, the team is considered higher which took a higher place in its own group.

If both teams have taken the same places in their groups, the rate "who is higher" shall be returned.

**50. The best scorer of the tournament**

Only goals scored in the given tournament are taken into account, regardless of for which team the player has scored the given goals.

Teams are listed next to the player strictly for informational purposes.

Own goals are not taken into account.

If two or more parties have become the best scorers of the tournament, the coefficient of the rates on the given parties is divided by the number of winning parties.

Betting on the outcome of the first half of the match is calculated strictly according to the result recorded after 45 minutes, plus compensated time. If the first half is not completed, bets will be void and the rate will be refundable.

**51. In this given type of sport, other outcomes can be offered apart from what is mentioned above.**