

Betting Rules

Basic Tenets

These Rules come into effect on 01/04/2023 (version 1.0). All previous versions of the Rules will thereby be annulled.

The Client is responsible for familiarizing themselves with these rules, as well as the conditions of certain types of bets and registration on ELON (hereinafter referred to as the "Website"). Agreement with these Rules will be deemed as acceptance of the rules listed within.

Please read these Rules carefully and do not place any bets if you do not agree with them.

We may amend the Rules from time to time for a variety of reasons. If the Rules are amended, the Client will be requested to read and familiarize themselves with the new rules in order to continue making bets. The new Rules will immediately come into effect after they have been published on the Website. The updated rules will establish the terms for all bets placed after they have been published. If, due to any changes to the Rules, you no longer wish to continue using this Website's services, you can withdraw your available funds and close your account.

General Provisions

1. By placing bets, the Client confirms that they are familiar with (and agree to) the established rules.
2. The current balance and transaction history for your player account can be viewed at any time after you log into your player account on the Website.
3. ELON reserves the right to refuse to accept any bet or part of a bet at its sole and absolute discretion. All bets are placed at your own risk and discretion.
4. Bets cannot be cancelled by the Client once they have been placed. Bets can only be changed using the "Edit Bet" function if it is available. ELON reserves the right to cancel any bets at any time.
5. All odds posted on the Website may be changed at any time. For any bet placed on the website, the odds displayed at the time this bet is placed apply.
6. Bets will be void if you have insufficient funds in your account.
7. Any bet you place will only be valid once it has been accepted by the Website's servers. Each valid bet will be assigned a unique number. ELON bears no responsibility for settling any bets that have not been assigned a unique number. The Client's bet is deemed to have been placed after the Client clicks on "Accept Bet" and a window appears with a message confirming that the bet has been accepted. If you are not sure

whether a bet is valid or not, please either check your player account's betting history or [contact us](#).

8. In the event of a loss of connection with the Website while a bet is being placed, the Client is advised to contact Customer Support to check whether their bet has been accepted or not. Once the connection has been restored, the Client can check their account's Betting History to see exactly which bets had been made before the connection was lost.
9. If any terms, promotion or offer is/are violated or if there is evidence a Client or group of Clients has/have placed a number of bets (from the Main Balance, Bonus Balance or using any other offer) that will result in a guaranteed profit for a Client or group of Clients, ELON may void such bets, regardless of their outcomes.
10. ELON may revoke any bonus amount or free bet that has been awarded by mistake.
11. The number of offers is limited to one per Client. If ELON has reasonable grounds to suspect that a bonus or a promotion is being used more than once by one person or in the interests of said person or by a group of persons, any or all promotions will be deemed inaccessible to said person or group of persons, and/or any bets using this bonus or offer will be void, as will any winnings gained from such bets.
12. ELON reserves the right to suspend a market and/or cancel any bet at any time. When a market is suspended, any bets placed on it will be rejected. ELON is also entitled to stop accepting bets on any market at any time without giving prior notice.
13. If a multibet placed by a Client includes a non-participating or void outcome, the multibet will be settled according to the remaining outcomes.
14. Winnings are transferred to your player account balance. All funds/winnings which have been mistakenly credited are not available for use and ELON is entitled to cancel any transactions.
15. ELON reserves the right to withhold payment and to cancel bets on an event if we have evidence that the outcome of this event/competition has been falsified. This evidence may be based on the stake size, quantity or structure of bets placed on the Website using any of the betting channels.
16. If there is evidence to suggest that a number of bets with the same outcomes have been placed either by one person or in their interests, or by a group of persons or in their interests, ELON is entitled to void bets or suspend payout for the duration of the subsequent investigation.

Bet Acceptance

1. Minimum bet - 0,1 USD
2. The maximum bet is determined separately for each event and depends on the type of sport or event.

3. The maximum winnings is determined separately for each event and depends on the type of sport or event.
4. All limits on the minimum/maximum bet, payout and total stake for a market can be changed either for all users or for a Client on an individual basis.
5. ELON accepts bets on sports and other special events that are announced on the Website. Such bets are governed by the rules of the relevant sports e.g. football, tennis, hockey, basketball and other sports. If any player is replaced before the start of a match between two teams and the final lineups have already been announced, all bets on this match placed before the player was replaced will be void regardless of whether they win or lose. Our general rules apply to all situations for which no special rules have been stipulated.
6. Multibets featuring combinations of different outcomes related to the same event are not accepted if one of these outcomes either influences another outcome or depends on it. The maximum number of outcomes which can be included in a multibet (accumulator, system bet) is 20.

Settlement of Bets

1. Bets are settled and winnings are determined based on the results of events announced by ELON.
2. For bet settlement purposes, ELON only takes information received from information providers with whom we have signed a relevant agreement into account. If no such agreement is in place, we use information from official sources, including official competition sites. The time it takes to settle a bet depends on the receipt of official information about the result of an event or a specific outcome. We do not accept claims about the accuracy of the results published on other websites.
3. When settling bets, the actual start time of an event stated in official records published by the organizers of the relevant competition, match, etc. is taken into account. 4. If the Client has additional information regarding the results of an event which bets were placed on, the Client is entitled to file a relevant written request.
5. If there is evidence of foul play (match fixing) in a match, the Betting Company reserves the right to declare bets (or part of them) on this event void and issue a refund for them. 6. PREMATCH bets are settled after the end of an event. Bets whose outcomes are determined during a match (victory in a set, total at half-time etc.) are exempt from this rule.
7. LIVE bets are settled once the winning outcome has been determined. 8. If ELON has reason to believe that a bet has been placed after the outcome of an event becomes known, or after a chosen competitor gains an advantage (e.g. an increase in the score, a player being sent off etc.), ELON is entitled to void this bet, regardless of whether it wins or loses.

9. If, for any reason, a match or competition is delayed or postponed by more than 48 hours from the official scheduled start time, all bets will be void.
10. If a match or competition is, for any reason, interrupted and resumed within 48 hours of starting, all bets will stand. If an interrupted match or competition does not resume within 48 hours of starting, all bets will be void, unless the relevant market outcome has already been determined. This rule does not apply to events that can be completed in a period of more than 48 hours in accordance with competition rules.
11. If a competitor forfeits before the start of an event, all bets on this competitor will be void.
12. If a pair of competitors (teams, athletes) are indicated as taking part in an event (match, game or fight) and the makeup of this pair subsequently changes, all bets on this event will be cancelled.
13. If the match format (the number of periods played, the duration of a match/ period etc.) is changed, all bets will be void, unless the information about the revised match format is included in the event details.
14. Bets on parts of an event (halves, quarters, periods, etc.) are settled according to the results of the relevant match time period without taking this event's current overall score into account. For bet settlement purposes, markets on the last time period of a match do not include extra time, shootouts, overtime, etc. If a match is interrupted and is not finished within the time periods stipulated in these Rules, all bets on the unplayed and unfinished time periods will be void, unless the relevant market outcomes have already been clearly determined.
15. If a match takes place at a neutral venue and this is not additionally specified, all bets will stand. If a match takes place at the home ground of the away team, all bets will be void.
16. Sports or situations for which there is no separate protocol determining the specific terms of acceptance and settlement of bets are subject to the General Provisions of the Rules for Accepting Bets.
17. If a dead heat is declared in any event, you will win half of your bet and lose the other half. If more than two winners cross the finishing line at the same time, your stake will be divided by the number of winners of this event.
18. ELON makes every effort to provide accurate information. The Company bears no responsibility for any errors related to bets, including the following: obvious errors in odds, handicaps, totals, 'Cash Out' or 'Bet Editing' features displayed by ELON; ELON continuing to accept bets on closed or suspended markets; ELON making an incorrect settlement or payout.
19. All results/scores and/or match times displayed in the list of LIVE markets are for informational purposes only. ELON tries to provide the most reliable information possible, but we bear no responsibility for any inaccuracies displayed on our Site.

20. If the official result of a market is a draw and no odds have been assigned to this outcome, all bets on competitors who have drawn will be void and stakes will be refunded.
21. For individual sports: if one of the competitors is withdrawn before the start of a competition, all bets which include that competitor will be void. If an athlete/team takes part in a competition (starts), but fails to finish, bets on them lose.

"Cash Out" Terms and Conditions

1. "Cash Out" is available for selected events and markets (both pre-match and Live) and can be applied to both single and multibets on various sports.
2. "Cash Out" allows you to settle your bet at a specified cost before your chosen outcomes have been determined. The Cash Out amount for your bet will automatically be credited to your account.
3. The Cash Out amount offered will depend on how successful your choice of outcome(s) is and may be more or less than your initial stake, thus allowing you to either guarantee a win or minimize your losses.
4. "Cash Out" is not available for all types of bets.
5. "Cash Out" is not available for bets placed using a Bonus Account.
6. "Cash Out" might not be available for some outcomes.
7. "Cash Out" is not always available, so we cannot guarantee you will be able to access it at any given time.
8. ELON is not liable if the "Cash Out" function is unavailable due to technical difficulties. Bets will stand during this period and the initial conditions which were applicable when the bets were placed will still be valid.
9. In order for you to use "Cash Out", the "Cash Out" button with the available Cash Out amount must be displayed in your betslip. A Cash Out request might not be successful if the odds have been changed or the relevant market has been cancelled. To cash out a bet, all you need to do is click on the "Cash Out" button, which can be found under your bet.
10. When you cash out an entire bet, only the Cash Out amount will be settled. The final result of the relevant event will have no bearing on the Cash Out amount which has already been credited to your account.
11. If Cash Out has been successful, a notification will be displayed and the bet will be cashed out. The final outcome of your initial bet will have no bearing on the Cash Out amount credited.
12. The Cash Out amount offered at any given time will be refunded to your account if your request has been successful.
13. "Cash Out" is available on your Betslip in the "Current Bets" and "My Bets" sections.

14. "Cash Out" offers may be delayed due to fluctuations in the odds. 15. Delays may occur when accepting "Cash Out" requests. Such requests might also be unsuccessful if the odds have been changed or if the relevant market has been cancelled.
16. ELON reserves the right to change, suspend or cancel the availability of "Cash Out" for any outcomes, events or Clients at any time.
17. ELON reserves the right to either partially or completely remove the "Cash Out" function for any Client or group of Clients, if there is good reason to believe that this Client or group of Clients has/have abused this function by taking advantage of fluctuations in pre-match odds and requesting a "Cash Out" on their bets before the start of a match.
18. ELON reserves the right to void a "Cash Out" settlement if a bet or market has been settled incorrectly.
19. In the event of an erroneous "Cash Out" amount being offered, ELON will void this offer and the bet will be settled in accordance with the Rules for Accepting Bets. 20. If you want to partially cash out your bet, all you need to do is click on the icon to the right of the "Cash Out" button and move the slider in the "Partial Cash Out" window. You can select your desired Partial Cash Out amount which will be settled and the rest of your bet will be settled according to the final result of the relevant event.

Main Types of Bets

Single Bet – This refers to a bet which is placed on a single outcome of an event. The payout for a single bet is equal to the stake amount multiplied by the odds assigned to this outcome.

Accumulator Bet – This refers to a bet which is placed on several independent outcomes of events. For an accumulator bet to win, none of the outcomes included can lose. If one of these outcomes loses, the entire bet loses. The payout for an accumulator is equal to the stake amount multiplied by the odds for all the outcomes included in this bet.

System Bet – This refers to a set of accumulator bets of the same size, representing all possible permutations within a fixed set of outcomes. Both the stake and number of selections included are the same for each accumulator. The payout for a system bet is equal to the total payout for the accumulators included in such a bet.

BetBuilder – This allows you to create your own bet on any football match. You can select one or more outcomes for a single event and add them to your Betslip as a separate bet. For example, you can choose the "Both To Score", "Next Goal" and "Total Cards" outcomes to create a unique BetBuilder bet.

PRE-MATCH bets – This refers to bets on a sporting event which are accepted before it starts.

LIVE bets – This refers to bets on a sporting event which are accepted while a game is happening on outcomes which have not yet been determined.

Main Betting Markets

1X2. This refers to bets on the final result of a match. 1 = Team 1 wins, X = a draw, 2 = Team 2 wins.

Handicap. This refers to the advantage or disadvantage assigned to a competitor by ELON for any bets placed on them. Handicaps are expressed in goals/points/sets/seconds, etc. When settling handicap bets, the handicap assigned to a competitor is added to the total number of points/goals/games, etc. If the competitor wins after the handicap has been applied, handicap bets placed on them win. If not, bets lose. In the event of a tie, bets will be void (settled at odds of 1.00).

Total. This refers to bets placed on the total number of goals, points, games, etc., scored/played by teams or players. In order to win, you need to predict whether the number of goals/points scored or games played will be higher/lower than the designated value of the total. For bet settlement purposes, only goals scored in the opponent's goal count towards "individual" totals (Total bets on one team or player). If the outcome is equal to the designated value of the total offered by ELON, bets will be void.

European Handicap. With European handicap, the match, for the purposes of this bet, starts with a designated score, which is indicated in the handicap value. The final outcome of such bets is calculated by adding the handicap value to the match score. European handicap bets cannot be partially or fully refunded; the player either wins or loses their bet in full. For a European handicap bet to win, a match has to end in a victory for the team chosen by the player after the handicap has been applied or in a draw if a "Draw" outcome has been selected.

"0" Handicap. If either team wins, all bets on such an outcome win. In the event of a tie, all bets will be void.

Half-Time/Full-Time. This refers to bets placed on the outcomes of the first half and the match. For such bets, the first half outcome is shown first and is followed by the outcome of the match. The outcome of the second half or other periods is not taken into account when settling bets. For example, W1W2 means that Team 1 will win (W1) the first half and Team 2 will win (W2) the match.

Double Chance. This refers to bets on the final result of a match which only require one of the two selected outcomes to occur to win. For example, if a bet is placed on a "1X" outcome, bets will win if Team 1 wins or the match ends in a draw.

Correct Score. This refers to bets where you need to predict the final score of a match.

Even/Odd. This refers to bets on whether the total number of goals, points or sets will be even or odd.

Race to X Points. This refers to bets on who will be the first to score X points in a match.

Next Goal. Such bets are available during a match. If another goal is not scored, all bets will be void.

Rest of the Match Winner. This refers to bets placed on the outcome of the rest of a match (i.e. the period from the moment when a bet is placed until the end of the match.) **Sports**

Betting Rules

FOOTBALL

Bets on football are accepted on the regulation time, which is conditioned by the rules of the match/tournament. It includes additional or compensated time appointed by the referee or by a representative of the match at the expiration of the regulation time (match/half). The minutes of the events that took place at the time compensated/added by the judge are considered to be 45(forty fifth) or 90 (ninetieth) minute.

1. The football bets are available for one team to win or draw or with handicap.
2. Various values for handicaps and totals are offered for betting.
3. Wagering on the total number of goals to be scored (total). If the number of goals falls exactly on the spread, the bets will be refunded.

4. In a cup competition that consists of many matches, a wager called Qualifying to the next round is offered. The outcome of this bet is determined by the combined score of the relevant matches.
5. "Who will score more goals" betting. It is proposed to compare two teams from different matches. The team that scores more goals wins. In the case of equal performance, the bet is settled at the odds 1. "Who will score more goals" bets are not accepted in Multiple bet and systems that include bets with the same team.
6. The Client can wager on the individual total of each team (at the odds on the list). If the amount of goals scored falls exactly on the spread, the bets will be refunded.
7. The Client can wager on the double result:
 - 1X - win for home team or draw;
 - X2 - win for away team or draw;
 - 12 - win for home or away team.
8. The Client can bet on the progress of the match:
 - a) wager "match result" - on the outcome of the match;
 - b) wager "halftime - fulltime" - on the outcome of the match at halftime and at full time.

To designate these outcomes in the line, the initial letters are used: W - win, D - draw. The outcome of the 1st half is indicated on the first place, and the match result - on the second.

The outcome of the 2nd half is irrelevant for the bet settlement.

Example:

- If the match ended with the score 1:1, and the first half - 1:0, then "W1D" outcome wins
 - If the match ended with the score 1:0, and the first half - 0:0, then "DW1" outcome wins
 - If the match ended with the score 1:0, and the first half - 1:0, then "W1W1" outcome wins
- c) "goal in the first half" - wagering if there will be a goal scored in the 1st half "yes-no";
- d) wagers on the time of the 1st goal, the team to score first, total of the 1st and 2nd period and other bets that can be seen on the daily line.
- e) bets on statistics for a player in the match (the number of goals, fouls, yellow and red cards, etc.) are only valid if the player goes in starting lineup. A goal counts only if a player scored in his opponent's net. Own goals are not counted.
- f) "At least one player will score 2 or more goals" betting. Goals scored by substitutes also

count. 9. Wager "home-away". Wagering on the home or away teams to cover the handicap.

10. Wager "round total". It is proposed to predict whether the total amount of goals scored by the home or away team will be over or under the proposed number. The Client can place wagers on the following events on the playing round:

a) number of "home" wins;

b) number of draws in the round;

c) number of "away" wins;

d) number of away team points, etc.

11. If one of more matches are postponed and not finished within 12 hours, the bets for "home-away" and "round total" wagers will be settled at the odds 1.
12. Betting forms "home-away" and "round total" are not allowed in Multiple bet with matches of the same round.
13. The betting forms "number of corners, yellow cards, shots on target, offsides, substitutes, ball possession % and fouls will be offered with handicaps and totals (and individual totals). Second yellow card that results in the player's sending off is counted as both: another yellow card and a red card. A player will be considered as sent-off if he was in the field at the time of being sent off. The cards shown to players on the bench and the staff (coaches, managers, etc.) are not included. Cards shown after the whistle about the end of the 1st half are considered as cards shown in the 2nd half. If two or more players from different teams get yellow/red cards in the match on the basis of a single incident of the game, then bets on the market "First yellow/red card" will be settled at the odds 1.

Corner kicks that are assigned but not performed do not count. If the referee does not count the corner and appoints it again - it will be counted only once.

14. Wagering "When the first (last) goal will be scored" with providing time intervals in the match. It is proposed to specify in what time interval the first (last) goal in the match will be scored. In the case of a 0-0 draw - settlement at the odds 1.

15. "Who will score the next goal" betting. There are three possible outcomes:

"Team 1", "Team 2", "No one will score."

16. Games: "The most productive match", "The least productive match", "The match with the highest (lowest) number of goals". You are asked to select the one of the offered matches in which the highest/lowest number of goals will be scored. If the highest number of goals is scored in two or more matches, bets on these matches are settled at the odds 1. If one or more of these matches have been postponed for more than 36 hours from the time specified in the line, or were interrupted and not completed within 12 hours, all bets on these games will be settled at the odds 1.

17. The correctness of results can be checked from the following sites:

- England. Premier League <http://www.premierleague.com/>
- Germany. Bundesliga <http://www.bundesliga.de/de/liga/>
- France. Ligue 1 <http://www.lequipe.fr/Football/Ligue-1/>
- Italy. Serie A <http://www.raisport.rai.it/>
- Spain. Primera Division <http://www.lfp.es/>
- Europa League. Champions League www.uefa.com
- Russia. Premier League www.rfpl.org

- Ukraine. Premier League <https://upl.ua/ua>

If there is no information on these sources or there are obvious errors in reports, the Betting company reserves the right to carry out the settlement on the basis of internal sources.

18. Betting on the event that happens first in a definite period of the game. It is proposed to guess what will happen earlier in this period: out, foul, goal kick, corner, offside, goal or none of the above.

We also offer the pairwise comparison of various statistical indicators, in which it is proposed to find out what happens earlier at a certain period of the game. For example: out, foul or none of the above. Events are considered to have happened for the settlement purposes:

corner - in the case of actually performed kick from the corner mark; goal

kick - when actually performed kick from the goal;

out - in the case of actually performed throwing;

offside - in the case of actually performed free kick after registering offside; foul - in

the case of actually performed penalty or a free kick after registering violation; Time

tracking of each event for the settlement purposes shall be considered: out - the time

at the moment of actual throwing performance;

foul - the time at the moment of actually performed penalty or a free kick after registering violation;

goal kick - the time when actually performed kick from the goal;

corner - time at the moment of the actual kick performance from the corner mark;

offside - the time at the moment of actual free kick performance after registering

offside; goal - time of the timer in the moment of scoring (when the ball crossed the goal line).

The settlement will be made on the basis of the timer on the TV broadcast of the TV channel, which will be specified in the comments to a specific match on the line. The line timer is started in synchronization with the specified channel timer and is considered the main timer for settlement in the moments of the temporary absence of a timer in a television broadcast. In case of any disputes, to make the final decision, information about the match the Betting company receives from internal sources will be applied.

19. What will happen earlier in the first 5 minutes of the match?

The rule applies to the bets placed before kick-off (Pre-match bets, for Live bets see item 18).

It is proposed to specify the event that will happen earlier within the first 5 minutes of the match:

- Goal scored
- Corner appointed
- Penalty appointed

- Card shown
- None of the above

Bets placed on the first 5 minutes of the match will be settled based on the events

that happened in the time period from the first to the fifth minute inclusive (0:005:00).

To consider the bet as the winning, the goal must be scored within the allotted time period. The goal will be ignored if the kick was made within the allotted time period, but the goal was scored out of this period.

Corner should be appointed within the allotted time period. Corner will be accepted if it has been appointed.

Penalty should be appointed within the allotted time period. Penalties will be ignored if the penalty happened within the allotted time period, and its appointment - no. Penalty will be considered if it has been appointed within the allotted time period, but its direct attempt to implement - not.

Red and yellow cards are counted at the moment when they are shown, and not at the time of the violation. The card is not considered if its cause happened within the allotted time period, but its immediate showing - no. Only those cards count that have been shown to the players participating in the game at the moment of penalty.

Appointed penalty is considered as the winning outcome if the penalty had been appointed before the referee showed the card for a foul.

20. European handicap. It is proposed to specify the outcome of the match based on the European handicap. Within betting on European handicap, game begins conditionally from a certain score, specified in the value of the handicap. The final result for these bets is settled by adding up the values of the score and the handicap.

European handicap does not mean the bet partial or full refund. The player can either win or lose the whole amount of the bet.

Possible outcomes in the European Handicap betting:

- Home win with handicap.
- Draw with handicap
- Away win with handicap.

Bet on the European handicap will be winning if the game ends in a win of the selected team with the handicap or in a draw in the event of a draw selection.

Example 1. Handicap (0-2) - a bet that suggests that after the end of the match we must add "0" to the Home scored goals, and "2" - for Away scored goals. Then the bet will be settled.

The outcome "Home win with handicap" will be winning if the match ends in a home win in 3 or more goals. For example: 3-0 (3-2 considering the selected handicap 0-2), 4-1 (4-3 considering the selected handicap 0-2), etc.

The outcome "Draw with handicap" will be winning only for Home team win in exactly 2 goals. For example: 2-0 (2-2 considering the selected handicap 0-2), 3-1 (3-3 considering the selected handicap 0-2), etc.

The outcome "Away win with handicap" will be winning if the Away team will not lose with a difference of more than 1 goal, will win or play a draw. For example: 1-0 (1-2 considering the selected handicap 0-2), 2-2 (2-4 considering the selected handicap 0-2), 1-2 (1-4 considering the selected handicap 0-2), etc.

Example 2. Handicap (1-0) – a bet that assumes that after the end of the match we must add "1" to the Home scored goals, and "0" - for Away scored goals. Then the bet will be settled.

The outcome "Home win with handicap" will be winning for any win or a draw. For example: 1-0 (2-0 considering the selected handicap 1-0), 2-2 (3-2 considering the selected handicap 1-0), etc.

The outcome "Draw with handicap" will be winning only for Away team win in exactly 1 goal. For example: 0-1 (1-1 considering the selected handicap 1-0), 2-3 (3-3 considering the selected handicap 1-0), etc.

The outcome "Away win with handicap" will be winning only for Away team win in 2 or more goals. For example: 0-2 (1-2 considering the selected handicap 1-0), 1-4 (2-4 considering the selected handicap 1-0), etc.

21. Shots on the goal post or crossbar. The bet settlement takes into account shots at the goal post or crossbar, after which the ball stayed in play (touched the player, referee on the field, another goal post or crossbar, went on the pitch or crossed sideline. A goal post or crossbar is not taken into account if a) the game was stopped before the ball touched the goal post or crossbar b) after the ball touched a goal post or crossbar, it went out of the goal-line without touching the field, c) ball flew into the net (the goal was scored).

22. Goalless time intervals. If there are n goals scored in the match, the minutes on which the goals were scored break the time interval of the match (from 0 to 90 minutes) to $n + 1$ goalless time intervals. The length of the goalless time intervals is settled as the difference between the minutes of the first goal and the beginning of the match, the minutes of successively scored goals and the minutes of the end of the match and the last goal. The beginning of the match - 0 min. If there is no goals in match, we believe that in the match one goalless time intervals with a length of 90 minutes.

Example 1. If the match in regular time was finished with a score of 0:0, so there was only 1 goalless time interval with 90-minute length in the match.

Example 2. If there are 2 scored goals in match: 23 and 62 minutes. In this case, there were only 3 goalless time intervals in the match: 23 minutes (23-0), 39 minutes (62-23) and 28 minutes (90-62).

Example 3. If there are 3 scored goals in match: 15, 45 and 90 minutes. In this case, there were only 4 goalless time intervals in the match: 15 minutes (15-0), 30 minutes (45-15), 45 minutes (90-45) and interval with 0 minutes (90-90).

23. Cyber Football

Bets are accepted on a computer game FIFA (football simulator with 2 players take part in).

Matches are played with game settings "2 halves by 5 minutes each" complexity level "beginner".

If the match is stopped due to technical reasons (computer failure, disconnection, etc.) and rematch appointment, bets on stopped game will be settled according to main rules of settling interrupted events.

Bets on re-match is accepted as for a new event.

If due to technical failure the live streaming of the event is interrupted (disconnection, DDoS, etc.), this is not a reason for canceling bets, except for situations in which it is impossible to know the final result of a match.

<https://esports-battle.com/>

TENNIS

1. The following wagers are offered on tennis:

- winner of the match;
- correct score in sets;
- handicap for games in the match, set;
- handicap for amount of sets in match;
- amount of games and sets played in match;
- amount of aces scored by a player in match;
- amount of double faults for a player in match;
- winner of the set;
- whether there will be a tiebreak or not (score 7:6 or 6:7).

- Possible Live bets:

Ø Who will win the n point in the game (you have to differentiate between the number of points in the game and score of the game. For example, if the score of the game is 15:15, then 2 points have played in a game, but not 30. Also, the 3rd point is being played out now, and the 4th point will be played next);

Ø whether there will be the score 40:40 in a game (it means that during the game the score will be 40:40);

Ø score of the game (in this case W1:15 means that the 1st tennis player will win the game, and the second one will win only 1 point in a game; 40: W2 means that the 2nd tennis player will win the game after the score of 40:40), etc.;

Ø Who will win the first n games in the set, etc.;

- The company uses its own data about the actual course of the game for the live bets settlement. If for any reason (such as loss of broadcasting, the lack of results in the information sources, etc.) the outcome of events cannot be determined, these events will be settled at the odds 1. Claims for bets placed on a live event, are accepted not later than 24 hours after the end of the event.

2. All bets on the match are valid until the end of the tournament.

3. Information on the tennis court surface is informative only. If the surface is changed, wagers will remain valid. Claims regarding the incorrect information about the court surface in the Betting company line are not accepted.
4. If one of the players in tennis refuses to continue the match regardless of the reason (or disqualified), then: if at least one set is completely played:
 - all bets on winning the match are considered valid, and the match winner is determined in accordance with the decision of the referee;
 - all bets that are actually completed by the time of interruption are considered valid; ● all bets on handicap for the games and sets will be refunded regardless of the score.
5. if the first set is not completely played:
 - all bets on the match will be refunded, with the exception of actually completed by the time of match interruption.

Example 1. The match Nadal - Djokovic.

The match is interrupted at the score (6:4 4:4).

Bet on the 1st set, "Djokovic handicap +1.5" - lost;

Bet "Total of 2nd set over 7.5" - won;

Bet "Total of 2nd set under 8.5" - return;

Bet "Total of 2nd set over 9.5" - return;

Bet "Total of match over 19.5" - return;

Bet "Total of match under 17.5" - loss (because actually 18 games have been already

played). Example 2. The match Nadal - Djokovic.

The match is interrupted in the first set with the score 5:5.

Bet on the 1st set, "Djokovic handicap + 2.5" - return;

Bet on the 1st Set "Nadal handicap - 2.5" - return;

Bet "Total of the 1st set over 9.5" - won;

Bet "Total of the 1st set over 10.5" - return;

Bet "Total of the 1st set under 10.5" - return;

Bet "first to win 4 games" - settlement in accordance with the result.

If the regulations are changed (a 5-set match is changed into a 3-set match or vice versa), the bets on the following:

- winner of the match;
- winner of the 1st set;

- handicap for games in the 1st set;
- total of the 1st set;

will be settled at the odds offered in the line, other wagers will be refunded.

6. If in the team competition one or more players are changed in the team, no matter what the reason, the bets on the match outcome and qualifying to the next round will stand. If the players have been nominated on list in doubles and one of the players is changed, the odds will be settled as "1". If the players have not been nominated on the list, the bets will stand. 7. If the 1st place is shared between two or more winners, the bets on these players to win the tournament will be settled at the odds 1.

8. If instead of the decisive set of the match, the so-called "champions tie-break" is played (short game to 10 points won), then the score of the 3rd set is settled as 1-0 for games. Accordingly, the overall Total and handicap for games in a match are settled on the basis of 10 in the 3rd set.

BASKETBALL

1. Bets on basketball fixtures are accepted with overtime included in case of a draw in the scheduled game time except for the bets on Wins and a Draw (1, X, 2) that are accepted in the scheduled game time only. In basketball fixtures, where the rules of the tournament for determining the winner of the confrontation provided for two games (at home and away), the match can end in a draw without overtime. Overtime, appointed by the sum of the results of the two matches, is taken into account only in the betting rounds for the next round (Qualifying to the next round).

Example 1: match play-offs (according to the rules of the tournament, the winner of the confrontation is determined by the sum of two meetings), the first match ends with a score of 79-71 (without OT), the second match - 80-80 (without OT). In the second match, overtime is NOT stipulated by the regulation, since the score for the sum of two meetings is 159 - 151, as a result of qualifying to the next round of the first team.

Example 2: match play-off (according to the tournament rules, the winner of the confrontation is determined by the sum of two meetings), the first match ends with a score of 85-80 (without OT), the second match - 96-91 (without OT). On the sum of two meetings 176 - 176. In the second match, Overtime is appointed to determine the team that will qualify to the next round (this OT is not taken into account when settling the bets on the match, except for the outcome Qualifying to the next round).

2. Wagering is offered on totals (combined and individual), either on the combined score of both teams or the score of one individual team.
3. In some specific matches, wagering on quarters is offered. In addition, the bets can be placed on the most/least productive quarter.
4. The number of points, rebounds scored by the players of either team according to the line. In case the player does not enter the field, the bet will be refunded.
5. "Duel of players". In this wagering, it is proposed to guess which player will score more points, assists, or rebounds. If one of the players did not participate in the match, all the bets will be refunded. Bets are settled according to official records (including overtime period).

6. The "Performance" market counts only points, rebounds and assists of a certain player. Blocked shots and steals are not counted as Performance. Bets are settled according to official records (including overtime period).

BOXING/MIXED MARTIAL ARTS

The following types of bets are offered:

- Win - includes winning by Decision (DEC), winning by KO, TKO, winning by Technical Decision (TD) based on points, Disqualification or Failure, winning by submission or surrender of an opponent.
- Ahead-of-time win – includes winning by KO, TKO, Disqualification or Failure, winning by submission or surrender of an opponent.
- The duration of the fight. Predict a specified number of rounds. Only the number of complete rounds counts for settlement purposes.
- Victory in the round - if the fighter refuses to continue the fight in the break between rounds, or after hitting the gong, about the beginning of the next round, does not go to him, then the last round that is held is considered to be winning.
- If for any reason the selected number of rounds changes, then all bets on number of rounds will be refunded. The bets on the result of the fight and the method of its achieving remain in force.

- In the case of a draw in mixed martial arts, bets on winning of the participants are settled at the odds "1". The remaining outcomes are settled according to the actual result.

CRICKET

1. To win/3-way betting:

- All match betting will be settled in accordance with official competition rules. ● In matches affected by adverse weather, bets will be settled according to the official result.
- If there is no official result, all bets will be void.
- In the case of a tie, if the official competition rules do not determine a winner then deadheat rules will apply.
- In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.
- In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams and not as a draw. If the Draw was offered, bets on the Draw will be settled as losers in the case of a Tied match.
- If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.
- If a match is cancelled then all bets will be void if it is not replayed or restarted within 48 hours of its advertised start time. If there is a change in teams from originally advertised then all bets will be void.

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- In First Class Matches, in case of Draw, To win(2-way) bets will be void.

2. Double Chance:

- A tie will be settled as a dead heat.

All match betting will be settled in accordance with official competition rules.

- If there is no official result, all bets will be void.

3. Tied Match:

- All bets will be settled according to the official result at the end of the match not including super overs, bowl offs or any other means of deciding the winner in the event of a tied match. Must be an official match result for bets to stand.
- If the match is abandoned or there is no official result, all bets will be void. ● For First Class matches a tie is when the match has reached a natural conclusion with all innings being completed and the final scores are level. If all innings are not completed in their entirety at the end of the match then the official match result will stand. A declared innings counts as a completed innings.

4. Toss winner:

- If no toss takes place, all bets will be void.

5. Most Fours/ Most Sixes:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. or the match has reaches its natural conclusion without either innings being shortened to less than 80% of the originally allotted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.

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- "In First Class matches resulting in a draw, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. ● Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
- Fours scored in a super over do not count.
In First Class games and Test Matches, only first innings fours/sixes will count.

6. Most Extras:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined or the match has reaches its natural conclusion without either innings being shortened to less than 80% of the originally allotted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.
- Extras in a super over do not count.
- In First Class games, only first innings extras will count.

7. Most Run Outs :

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

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- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

- Run Outs in a super over do not count.

- In First Class games, only first innings run outs will count.

8. Most catches/keeper catches:

- In limited overs matches, bets will be void if it has not been possible to complete at least

80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined or the match has reached its natural conclusion without either innings being shortened to less than 80% of the originally allotted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.

- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Catches in a super over do not count.

9. Most keeper stumpings:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined or the match has reached its natural conclusion without either innings being shortened to less than 80% of the originally allotted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Stumpings in a super over do not count.

10. 3-way betting. Runs in over #:

- The specified over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined.

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- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- In First Class matches the market refers only to each team's first innings.

11. Highest score in First 5/6/10/12/15/20 Overs:

- If the specified number of overs are not completed in both innings the bet will be void, unless settlement of the bet has already been determined.
- In limited overs matches, if the match is shortened due to external factors after the start

of the first innings, the market will be void.

In First Class matches the market refers only to each team's first innings.

- The market will be settled according to the official result.

12. The best result of the first partnership / Highest score at 1st dismissal: ● If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. ● For settlement purposes, a batsman retiring hurt does not count as a wicket. ● In limited overs matches, bets will be void if the innings has been reduced (by more than 10%) due to external factors, including bad weather, unless settlement has already been determined.

- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

- In First Class matches the market refers only to each team's first innings.

13. Total Fours / Total Sixes / Total Boundary:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.

- In drawn First Class matches the whole match counts. Bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. ● Only fours/sixes/boundaries scored from the bat (off any delivery – legal or not) will count towards the total fours/sixes. Overthrows, all run fours and extras do not count. ●

Fours/sixes/boundaries scored in a super over do not count.

14. Wickets Total:

- In limited overs matches, bets will be void if it has not been possible to complete at least

- 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

- Retired hurt does not count as a dismissal.

15. Total runs / Team total runs:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Runs scored in super over do not count.

16. Total Ducks:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Ducks scored in super-over do not count.

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17. Extras Total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.

- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

- Extras in a super over do not count.

18. Total Run Outs:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined.

- In First Class matches the whole match counts but in the case of a drawn match bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

- Run outs in a super over do not count.

19. Total in highest scoring over:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.

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- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- All runs, including extras, count towards settlement.
- Super overs do not count.

20. Top batter:

- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather unless the innings has reached a natural conclusion.

Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand. If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat. If a substitute (concussion, or otherwise) not named in the original XI is able to bat in their teams first innings, regardless of if they actually bat or not , bets on the market will stand.

- When two or more players score the same number of runs, these bets will settle as winners.
- Runs scored in a super over do not count.

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21. Top bowler:

- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather unless the innings has reached a natural conclusion.
- Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a bowler is substituted in after

the in-play market has been offered, and takes the most wickets, bets on the market will be void, unless there is a dead-heat. If a substitute (concussion, or otherwise) not named in the original XI bowls at least one delivery in their teams first innings, bets on the market will stand.

- If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, these bets will settle as winners. Wickets taken in a super over don't count.

22. Player of the match:

- Bets will be settled on the officially declared man of the match.
- When two or more players are declared as Players of the match, these bets will settle as winners.
- If no man of the match is officially declared then all bets will be void.

23. First Ball Of Match / Second Ball Of Match / Third Ball Of Match:

- Dead balls do not count, at least one ball must be delivered or will be made void.

Wides/No Balls/Bye/leg byes - runs allotted to these do not apply in this market e.g. 5 wides is settled as Wide.

24. Wide balls total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.

- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Wides in a super over do not count.

25. Runs total in delivery:

- The result will be determined by the number of runs added to the team total, off the specified delivery.
- For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.
- If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.
- All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

26. Runs total in Over #:

- The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
- If the over does not commence for any reason, all bets will be void. ● Extras and penalty runs will only count if they are accredited to a particular delivery within that over.

27. Wicket in Over #:

- As "Runs total in Over".
- For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

28. Over Odd/Even:

- As “Runs total in Over”.
- Zero will be deemed to be an even number.

29. Match Odd/Even:

- As “Total runs”.

30. First 5/6/10/15/20 Overs total:

- If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

31. Total dismissals at first 5/10/15 Overs:

- If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.
- For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

32. 3-way betting. Innings:

- Both teams must complete their first innings for bets to stand.

33. Innings Runs:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in

drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

- Penalty runs awarded after the conclusion of the innings, will not count towards innings runs.

34. Innings Dismissals total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Retired hurt does not count as a dismissal.

35. Innings Fours total / Innings Sixes total:

- Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total fours/sixes. Overthrows, all run fours and extras do not count. ● Fours/sixes scored in a super over do not count.

36. Innings Extras total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.
- In first class or Test matches at least 60 overs must be bowled in the Innings unless team is all out or declares. All wide deliveries, no balls, byes, leg byes and penalty runs in the

match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. ● Extras in a super over do not count.

37. Innings Run Outs total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.
- In first class or Test matches at least 60 overs must be bowled in the Innings unless team is all out or declares.
- Run outs in a super over do not count.

38. Innings Wide balls total:

- Wides in a super over do not count.

39. Top batter in Innings:

- The result of this market is determined on the batsman with the highest individual score in a team's innings.
- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.
- Top batsman bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.

If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat. If a substitute (concussion, or otherwise) not named in the original XI is able to bat in their teams first innings, regardless of if they actually bat or not, bets on the market will stand.

- In the case of two or more batsmen winning with the same total the winner shall be the one who has faced the fewest deliveries, if that is the same the winner shall be who has hit the most boundaries, if there is still no clear winner then bets will be void
- Runs scored in a super over do not count.

40. Top Bowler in Innings:

- The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.
- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.
- Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a bowler is substituted in after the in-play market has been offered, and takes the most

wickets, bets on the market will be void, unless there is a dead-heat. If a substitute (concussion, or otherwise) not named in the original XI bowls at least one delivery in their teams first innings, bets on the market will stand."

- If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.
- If no bowlers take a wicket in an innings then all bets will be void.

41. Total Runs Player / Player to score 25/50/75/100 runs / Highest individual score /

Top batter total:

- If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
- If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.
- In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

- Runs scored in a super over do not count.

42. Will score 50/100 runs:

- Same as "Total Runs Player"

43. Player Total Fours / Player Total Sixes:

- If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.
- If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.
- In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.
- Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total fours/sixes. Overthrows, all run fours and extras do not count. ● Fours scored in a super over do not count.

44. Dismissal method (2 ways) / Dismissal method (7 ways) / Player Dismissal method:

- If the specified batsman is not out, all bets will be void.

- If the specified batsman retires, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand. If the specified wicket does not fall, all bets will be void.

45. Fall of # wicket:

- If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.
- For settlement purposes, a batsman retiring hurt does not count as a wicket.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

46. Batters H2H:

- Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the “Total Runs Player” section above.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Bowlers H2H:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Both players must be named in the starting XI If either does not then subsequently bowl all bets are still settled.
- Wickets taken in a super over do not count.

48. Series Winner:

- Bets on Series markets stand as long as at least one scheduled match is completed, unless stated otherwise.
 - If there is no further play in a Series after bets are placed, then bets will be void. ● If a Series is drawn and no draw option is offered, bets will be void.
- #### 49. Series winner after 2 Tests:

- Bets on Series markets stand as long as at least two scheduled matches is completed, unless stated otherwise.
- If there is no further play in a Series after bets are placed, then bets will be void.

50. Series Handicap:

- Bets will be void if the number of scheduled games (after bets are placed) are not played, unless settlement of bets is determined.

51. Team With Highest Innings Score:

- If a Series is drawn, bets will be void.

52. Series Correct Score:

- Series Correct Score - Bets will be void if the number of scheduled games are not played.

53. Result of the 1st Match Test/Series:

- Bets on Series markets stand as long as at least one scheduled match is completed, unless stated otherwise.
- If there is no further play in a Series after bets are placed, then bets will be void. ● If a

Series is drawn and no draw option is offered, bets will be void. 55. Player Of The Series:

- Any quoted player, who takes no part in the specified series, will be void. Winner as declared by the ICC. Dead-heat rules apply.

55. Double chance:

- All match betting will be settled in accordance with official results.
- If there is no official result, all bets will be void.

56. Players sent off / retired out:

- A player being sent off is viewed as retired out, so will be settled as a wicket.

57. Concussion substitutions:

- When a player leaves the field as a concussion substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match.

58. Penalty runs after the conclusion of an innings:

- Penalty runs added to a team's total after the start of the other team's innings will not count towards settlement of markets in the previous innings

KABADDI

A raid shall be deemed to have taken place if it was started within standard playing time.

Points or action during extra time will not be considered in the settlement of any market, except for the "To win" market that should be settled on the final official result after any extra time or other qualifying process has been completed.

All bets will be void if the match is postponed or canceled and not replayed within 36 hours of original scheduled start.

To win - Bets will be settled in accordance to the official match result. In the event of extra time, the settlement will be determined by the eventual winner, as per the official result

3-way betting - Bets will be settled in accordance to the official match result. Tied matches will be settled as a Tie, regardless of any extra time played.

Handicap - Bets will be settled in accordance to the official match result.

Winning margin - The official result at the end of normal play shall be used to settle this market. HT / FT - The official result at the end of each half shall be used to determine the result.

Total - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Total. Even/odd - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Total. Raids - Bets will be settled in accordance to the official match scoring. Total.

Successful Raids - Bets will be settled in accordance to the official match scoring. Total.

Unsuccessful Raids - Bets will be settled in accordance to the official match scoring.

Total. Empty Raids - Bets will be settled in accordance to the official match scoring.

Total. Match Bonus Points - Bets will be settled in accordance to the official match scoring.

Bonus points are defined as points scored by a raiding team by placing their foot over the bonus line while the other foot is in the air.

Total. Match Super Raids - Bets will be settled in accordance to our definitions. Super raids are defined as raids in which the raiding team score 3 points or more.

Total. Match Super Tackles - Bets will be settled in accordance to our definitions. Super tackles are defined as successful tackles in which the defending team has 3 or fewer players on the mat.

Total. All Outs - Bets will be settled in accordance to the official match scoring. All outs are when a team loses all of their players.

To win. 1st half - Bets will be settled in accordance to the official match scoring. The market will be void if points are equal at half time.

3-way betting. 1st half - Bets will be settled in accordance to the official match scoring.

Total. 1st half - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Handicap. 1st half - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Team total. 1st half - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Total. Even/odd. 1st half - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Successful Raid - Bets will be settled in accordance to official scoring. Extras do contribute to the settlement but technical points and penalties do not.

Unsuccessful Raid - Bets will be settled in accordance to official scoring. Extras do contribute to the settlement but technical points and penalties do not.

Total. Raid Points. Raid No - Bets will be settled in accordance to our definition. All points, for both teams, whether through open play or penalties will contribute to the settlement of this market.

Total. Raid Points - Bets will be settled in accordance to our definition. All points, for both teams, whether through open play or penalties will contribute to the settlement of this market.

Total. Tackle Points - Bets will be settled in accordance to our definition. All points, for both teams, whether through open play or penalties will contribute to the settlement of this market. Bonus Point - Bets will be settled in accordance to the official match scoring. Bonus points are defined as points scored by a raiding team by placing their foot over the bonus line. Bets will be void if, due to insufficient defenders, it is not possible to score a bonus point in the named raid.

Super Raid - Bets will be settled in accordance to our definition. Super raids are defined as raids in which the raiding team score 3 points or more, not including any all-out points earned. Bets will be void if, due to insufficient defenders, it is not possible to achieve a super raid in the named raid.

Team total - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Team total.Even/odd - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.

Total Team. Successful Raids - Bets will be settled in accordance to our definition. Raiding points are defined as points scored by the team raiding, regardless of method.

Total Team. Unsuccessful Raids - Bets will be settled in accordance to our definition. Defense points are defined as points scored by the team defending a raid, regardless of method.

Total Team. Bonus Points - Bets will be settled in accordance to the official match scoring. Bonus points are defined as points scored by a raiding team by placing their foot over the bonus line.

Total. Player Raiding Points - Bets will be settled in accordance to our definition. Player raiding points are defined as points earned by the named player through touchpoints and bonus points and do not include tackling points, penalties or all-out bonuses.

ICE HOCKEY

1. The ice hockey bets are available for one team to win or draw or with handicap. 2. Wagering on the amount of goals to be scored (total). If the amount of goals falls exactly on the spread, the bets will be refunded.

3. We offer a variety of handicaps and totals.

4. Wagers/bets are accepted only for the regular time of the matches (no extra-time).

However, preliminary predefined cases may apply.

5. Wager on the productivity of each period. It is proposed to guess which period will have more goals scored.

6. The Client can wager on the individual total of each team. If the amount of goals scored falls exactly on the spread, the bets will be refunded.

7. The Client can bet on the progress of the match:

- win of one team or draw or win with handicap, offered for a predetermined period;
- number of goals scored in a predetermined period;

- wagering on the time of first goal, first team to score and other forms of betting; ●
wagering on how many points a predetermined player will score, goals and assists will be added together in a specific match;
- Wagering on shots on goal, penalty time and individual performance of players are accepted including overtime period, excluding shootout (for NHL and World Cup matches). For the matches held under the auspices of the International Ice Hockey Federation (IIHF), bets on shots on goal, penalty time and individual performance of players are accepted for the main time
- Faceoffs bets are accepted only for Faceoffs won (marked as FW), except special cases.

8. Wagering on the betting form "home-away".

- wagering on the difference of goals scored by home and away teams compared to the handicap;
- wagering on the amount of total goals scored by home and away teams compared to handicap;
- wagers on the following events on the playing round (how many goals will home teams score, how many goals will away teams score, how many home wins, how many draws, how many away wins, how many points will home teams get, how many points will away teams get etc.)

9. If one or more matches are interrupted and not finished, the bets on the "home-away" will be settled at the odds 1.

10. The wager "home-away" is not accepted in Multiple bet with other wagering events of the same round.
11. Wager "Come From Behind and Win". In this bet type the team you have betted on must be losing in some point in the match and then must come back and win the game.
12. Wagering "When will be scored the first (last) goal" with providing time intervals in the match. It is proposed to specify in what time interval the first (last) goal in the match will be scored. In the case of a 0-0 draw - settlement at the odds 1.
13. "Who will score the next goal" betting. There are three possible outcomes:

"Team 1", "Team 2", "No one will score."
14. If an ice hockey match is not played for some reason on the same day as mentioned on the list, the bets on that match will be refunded.
15. Cyberhockey

Bets are accepted on a computer game NHL (hockey simulator with 2 players take part in).

Matches are played with game settings "3 periods by 3 minutes each", difficulty level of the game and goalkeeper difficulty level - "Semi-Pro", game style – "Arcade".

If the match is stopped due to technical reasons (computer failure, disconnection, etc.) and rematch appointment, bets on stopped game will be settled according to main rules of settling interrupted events.

Bets on re-match is accepted as for a new event.

If due to technical failure the live streaming of the event is interrupted (disconnection, DDoS, etc.), this is not a reason for canceling bets, except for situations in which it is impossible to know the final result of a match.

<https://www.facebook.com/esportsbattlenhl>

You can check the correctness of the results on the following websites:

www.nhl.com NHL

www.khl.ru KHL

www.vhlru.ru VHL

www.mhl.khl.ru MHL

www.iihf.com World Championship

www.championshockeyleague.net Champions Hockey League

www.hockey.by Belarus

www.ishockey.dk Denmark

www.deb-online.de Germany

www.hockey.no Norway

www.hokej.sk Slovakia

www.finhockey.fi Finland

www.hokej.cz Czech Republic

www.sehv.ch Switzerland

www.swehockey.se Sweden

AMERICAN FOOTBALL

1. In American football, the Client can wager on one of the teams to win or win with handicap. In case of a tie, the bets will be refunded.
2. Wagering on total (how many points will be scored) is offered. If the total falls on the spread, the bets will be refunded.
3. Buying is not allowed in American football.
4. If for some reason the match was not played on the announced day, the bets will be refunded.

BASEBALL

1. Betting on totals and handicaps is considered valid if at least 9 innings were pitched in the game (8.5 in case of the home team's lead). If a game is interrupted or postponed in

extra innings, its outcome is determined by the score of the match, recorded after the last full inning, except the cases when the home team equalized the score or came forward in the second half of the period. In this case, the winner is determined by the score of the match recorded at the time of interruption of the game.

2. If there are two matches played on the same day and the Betting company offers odds only on one match, the result in betting is determined on the score of the 1st match.
3. Bets on the outcome of the first 5 innings are settled by the result recorded after 5 full innings.
4. The minimum duration of the game for the bet to be considered as valid is 5 innings, except when the home team leads in the score after 4.5 innings. If the game is interrupted or postponed, the winner is determined by the score recorded after the last full inning, except for the cases when the home team equalized the score or came forward in the second half of the period. In this case, the winner is determined by the score of the match recorded at the time of interruption of the game. If a game is interrupted after the home team equalized the score, bets are settled at the odds 1.
5. If 5.5 to 8 innings have been played in a match, bets on handicap and totals, whose values are not determined by the time of the interruption, are settled at the odds 1. In this case, bets placed on the number of home and away wins for the "home - away" game will be settled by the line odds, and the remaining outcomes - return.
6. If the pitcher was substituted in the match, this event does not affect the match outcome.

7. If the event was not held at an appointed date and was postponed for more than 12 hours from the start time specified in the betslip - all bets on this event are settled at the odds
- 1.
8. In baseball, the matches of the particular day are considered for "Home - Away" events, indicating the number of matches. The market "The most (least) productive match" is settled on the basis of the most (least) number of points scored in any of these matches.
9. Market "number of extra innings" is settled based on the number of all played extra innings in all matches combined.
10. Market "The number of shutouts" is settled based on the number of teams that haven't scored any points in the game day.
11. If the match is unfinished for some reason (rain and other weather conditions or external factors), the bets on the match winner is settled on the result at the time of interruption in case when the result is confirmed by the official tournament source as the final. If the official source does not approve the result as final, then all bets on this match are settled at the odds 1.
12. In case of a draw, the bets on winning of one of the teams will be settled at the odds "1".

VOLLEYBALL

1. Handicaps and totals for the match are specified in points, unless otherwise indicated in the line.
2. 1-4 sets in volleyball match are played to 25 points, unless otherwise indicated. 3.

The following wagers are offered on volleyball:

- to win the match or set;
 - Total of a match or set;
 - handicap in the match or in the set;
 - whether there will be the tiebreaker in the match (tiebreaker in the volleyball match is called the fifth set).
4. If regulations of the match are changed (1-4 sets are played to 21 points, or vice versa), then bets on:
 - winning team in a match;
 - the victory of the team in the set;

exact score of the match;

are settled according to the accepted odds and all other bets will be refunded.

5. "Golden set" is not taken into account to settle the match.

Beach Volleyball, Table Tennis, Badminton

1. Handicaps and totals for the match are specified in points, unless otherwise noted. 2.

The following wagers are offered on volleyball:

- to win the match or set;
- Total of a match or set;
- handicap in the match or in the set;

3. If the match is interrupted or one of the teams for any reason refuses to continue the game

or is disqualified, then: if at least one set is fully completed:

- all bets to win the match are considered valid, the winner of the match is determined in accordance with the referee's decision;
- all bets actually completed by the time of the match interruption are considered valid;
- all bets on the games and sets handicaps are subject to refund regardless of the score.

if the first set is not fully completed:

-
- all bets on outcomes, the results of which are determined before the time of match interruption are settled by these results. Bets on outcomes which results are not determined are settled with odds of 1.

Example of beach volleyball bets settlement in situations when the second team refuses to continue due to injury: The match was interrupted in the second set when the score was 1:0 (21:15, 19:20):

- bet "2nd set total over (38.5)" - win
- bet "2nd set total under (38.5)" - loss
- bet "2nd set total over (40.5)" - refund
- bet "second team to win" - loss
- bet "first team's handicap in the match (-5.5)" – refund

WATER POLO, HANDBALL, BEACH SOCCER, FLOORBALL, FUTSAL, FIELD HOCKEY

Wagering on these kinds of sport is for regular time only due to the rules of the match, unless otherwise specified.

FORMULA 1, NASCAR, MotoGP

1. The following wagers are offered:

- Wagering on the winner of the race. The driver who takes the first place in final classification is the winner.

Bet on a certain place of the driver in the final protocol.

- Wager "Finish - Not finish". Prediction whether a driver will finish the race or not. If a driver is qualified, he is considered to finish the race.
- Wager "Fastest lap". Which driver will drive the fastest lap.
- Wager "Who is higher". The Client predicts which driver in a predetermined pair will finish in a higher position after the race. If both drivers fall out of the race, the driver that finished more laps is the winner. If both drivers fall out of the race on the same lap, the bets will be refunded.
- Wager "Which team is better in a race". The predetermined teams are put in pairs consisting of two drivers and the Client predicts which team will perform better. The better team will be determined by: a) which team has more drivers to finish the race and be classified; b) if both teams have the same amount of classified drivers, the better team is determined by adding up the sum of drivers' positions. The smaller sum, the better a team has performed. (If the sum is the same for both teams, the bets will be refunded). If drivers are changed in teams after the line has come out, all bets on these teams will be refunded.

2. The positions of the drivers are determined by the official final protocol published immediately after the race. Subsequent disqualifications of the drivers and the changes in the protocol after the race will not be considered.

-
- 3. Warm-up lap is included in the race result.
- 4. In the disputable situations regarding winner bets and podium bets, the results will be determined according to the prize giving ceremony.
- 5. All bets are valid until the end of the stage, regardless of the possible transfer of the start time and date.
- 6. We also offer the following types of qualification bets:
 - Bet on the winner of the qualification. The winner is the driver who has won first place in the specified qualifications.
 - Bet "Who is higher". The Client predicts which driver in a predetermined pair will finish in a higher position after the qualification. The driver who showed the best qualification time in qualifying lap and took a higher place on the protocol of the specified qualifications is considered higher.
- 7. Bets on the driver who did not show qualification time in the specified qualifying lap as well as bets on comparison of him to other will be refunded.

The correctness of results can be checked from the following sites:

- www.formula1.com
- www.nascar.com
- www.motogp

UFC

1. The following types of bets are offered:

In the case of a draw at UFC tournaments, bets on winning of the participants are settled at the odds "1". The remaining outcomes are settled according to the actual result. ● Win - includes winning by Decision (DEC), winning by KO, TKO, winning by Technical Decision (TD) based on points, Disqualification or Failure, winning by submission or surrender of an opponent.

- Ahead-of-time win – includes winning by KO, TKO, Disqualification or Failure, winning by submission or surrender of an opponent
- The duration of the fight. Predict a specified number of rounds. Half of the 5 minute round considered 2 minutes. 30 sec. Therefore, 2.5 rounds - this will be 2 minutes 30 seconds of the 3rd round. If the match ends exactly in the middle (2 minutes 30 seconds) of the round, the over/under rate on the total number of rounds held is returned to the players.
- Win in the round - if the fighter refuses to continue the fight in the break between rounds, or after hitting the gong about the beginning of the next round, does not go out, then the last round held is considered to be winning.
- If for any reason the selected number of rounds changes, then all bets on number of rounds will be refunded. The bets on the result of the fight and the method of its achieving remain in force.

2. CyberUFC



Bets are accepted on a computer game UFC (fighting simulator with 2 players take part in). Matches are played with game settings “3 rounds by 3 minutes each”, complexity level of the game - «Legend», match mode – “accelerated”, fighting in the ground (wrestling) and painful techniques without prompting.

If the match is stopped due to technical reasons (computer failure, disconnection, etc.) and rematch appointment, bets on stopped game will be settled according to main rules of settling interrupted events.

Bets on re-match is accepted as for a new event.

If due to technical failure the live streaming of the event is interrupted (disconnection, DDoS, etc.), this is not a reason for canceling bets, except for situations in which it is impossible to know the final result of a match.

<https://www.facebook.com/esportsbattleufc>

AUSTRALIAN FOOTBALL

1. You can bet on the victory of one of the teams that compete in a match (including bets on the victory with handicap). Bets on a match are accepted without overtime, unless otherwise specified in the line. In case of a draw, all the bets on the victory will be refunded.
2. The Client can also bet on "Total" (the total number of points scored in the match). If the bet is equal to "Total", it will be refunded.

3. Buying points is possible for bets on "Total" or "Handicap".
4. We also offer bets on separate quarters and halves of matches.

BANDY

1. The wagers on bandy are accepted only for regular time (except for the cases set out specifically).
2. Various values of handicap and total are offered for betting.
3. Wagering on individual totals of teams is offered (if odds are available). If the score falls on the spread, the bets will be refunded.
4. Wagering on the points scored in each period is not available.
5. If for some reason the match is not finished in the regular time, the bets will be refunded. 6.

The statistics are taken from the site:

www.rusbandy.ru (Russia)



BIATHLON

1. Wagering on winner. Winner is determined by the official protocol. If there is more than one winner - bets on these participants will be settled at the odds 1. If one of the participants mentioned in the list does not start - bets on him will be settled at the odds 1.

2. Wager "Who is higher". The Client predicts which competitor in a predetermined pair will finish at a higher position after the competition (team in relays). If both competitors fall out of the race or one of them does not start - the bets will be refunded.

Bet on the determining the participant's finishing position. It is proposed to specify the place at which the participant will finish the race. Variants: 1-3 places, 4-10 places, 11+ (i.e. below the 11th place in final protocol).

4. Wagering on the total number of target misses of the race participants. If the number of target misses is equal to handicap, all bets will be refunded. The bets that have actually finished by the time the participant falls out of the race (or disqualified) are considered valid.

5. Wagering on the number of misses in each shooting round (1st round, 2nd, 3rd, 4th, etc.). The bets that have actually finished by the time the participant falls out of the race (or disqualified) are considered valid.

The participant has fallen out of the race after two shooting rounds. Bets on the number of misses in the 1st and 2nd shooting rounds are valid. Bets on the 3rd and 4th shooting rounds will be settled at the odds 1.

6. Comparison - which participant will make more target misses in a predetermined pair. The Client should predict which of the two competitors will make more target misses. If one of the competitors does not start or finish the competition - bets will be refunded.

7. Comparison "Member of which of the teams will be higher". Select a team whose member finishes higher on the final protocol.

- 3.
8. The final results of the race participants will be determined by the official protocol immediately after the competition. Possible changes after that like disqualification will be ignored.

You can check the statistics on the official website: www.biathlonworld.com

POOL, DARTS, SNOOKER

1. The following types of wagers are offered:
 - Winner of the match;
 - Handicaps by games in the match; ● Total games in the match.
2. All the bets on matches are valid until the end of the tournament in which they are held.
3. If for some reason one of the participants refuses to continue the competition or he is disqualified, he loses all incomplete games, and the bet will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, the bets will be refunded.
4. If the match regulations have been changed, the bets placed on a winner of the match will be settled at the accepted odds while the bets placed on handicaps or totals will be refunded.

RUGBY

1. We offer to place bets on: outright winner of the match, draw, handicaps.
2. Total number of scored points ("total"). If the number of scored points is equal to the total, the bets will be refunded.

The bets are accepted only for regular time in case of wagering on winning or draw of either team. Possible overtime counts for handicap and "total" betting.

4. If for some reason the match was not played on the announced day, the bets will be refunded.

Chess, Draughts/Checkers

1. Wagering is offered on the winner of the match, draw, handicap, both for either participant and for the team.
2. Qualification to the next round, winner of the tournament, "black-white".

ATHLETICS

1. Two types of wagering are offered in athletics:
 - Winner of the tournament: the winner is determined in accordance with the official final protocol that is issued immediately after competition ending.

3.
 - Who is better: the participant that has taken higher position in the final protocol is better. If both participants withdrew at the preliminary stage, a participant that has passed to a higher stage is considered to be better. If they have reached the same stage, the bet will be refunded.
2. Final results of the participants of the competition are determined in accordance with the official final protocol that is issued immediately after competition ending. Further disqualifications and any changes in the final protocol are not taken into account by the Betting company.
3. In the event of a player withdrawing before the start of competition, the bets will be refunded. In this case, the bet "winner – any other" will also be refunded.
4. A participant is deemed to have started once he has reached any of the preliminary stages.

GOLF

1. The following types of wagering are offered:
 - Comparison of two participants of the tournament. The winner is the participant with the lowest score. In case of similar results, the bet will be refunded.
 - Total of the 1st place score – the score of the player who was announced as a winner of the tournament.

- Total the 2nd place score – the score of the player who has finished on the second place in the tournament. If there are more than one participants who finished on the second place, score of only one participant's counts.
2. Score of a player is the number of the ball strokes that were made while passing the holes during the tournament.
- In the event of a player withdrawing, the other opponent player is considered the winner. If both of the players withdraw, the lowest score after withdrawing will determine the winner.
4. In the event of a player being disqualified after having teed off or withdrawing before the end of 2 rounds or before the end of the tournament, the opponent player is the winner.
 5. In the event of a player being disqualified during the third or fourth round and the opponent player has already withdrawn, the disqualified player is the winner.
 6. All the results are taken on the tournament official sites.

CYCLING, SKIING (race, ski jumping)

1. Such bets are offered:

- Race winner

3.
 - "Who is better": the participant that has taken higher position in the final protocol is better.
2. Final results of the participants of the race are determined in accordance with the official protocol of the race that is issued immediately after its ending on the official site. Further disqualifications and any changes in the final protocol do not count.
3. In case of a participant's withdrawal from the race before its beginning, the bets will be refunded.

CURLING

1. The following types of bets are offered:
 - Winner of the match;
 - Handicaps and total.
2. Extra ends count for betting on match.
3. Information about curling: www.worldcurling.org **BOWLS, NETBALL**

1. The following types of bets are offered:
 - Winner of the match;

- Handicaps and total (sets/quarters)

2. If a victory in a match is awarded to a player/team before all sets/quarters are finished, then all bets on the match will be refunded, with the exception of actually completed by the moment of interruption. **What? Where? When? Game show** The following wagers are offered:

- Winner of the match;
- Handicap and total;
- Individual totals of the teams.

The Betting company is governed by the rules of the "What? Where? When?" game listed on the website: chgk.tvigra.ru.

Eurovision Contest

1. The following wagers are offered:

- Qualification to the final round and the winner;
- "Who is higher". You should compare the competitors in proposed pairs to select one of them to gain higher position in the final protocol. In case the results are equal, the bets will be refunded.
- Wagering on the position that a participant will gain in the final protocol.

2. For details about the results of the contest, please see www.eurovision.tv E-

SPORTS

Features of the bets settlement:

- e-Sports bets are settled based on the General Rules, in view of specificity, which is inherent in a particular e-Sports discipline.
- e-Sports games in the format of Bo1, Bo2, Bo3, etc. (Best of 1, 2, 3, 5, etc.) - the total number of game maps, in which the selected team should reach the prevailing number of

victories. The winner of the match is determined by the amount of won maps. For example: for Bo5 3 victories are required, for Bo3 - at least 2 maps, etc.

Dota 2 / League of Legends

1 Final settlement is carried out according to data recorded immediately after the destruction of the main building (Fortress/Nexus) by one of the opponents. Similarly, the settlement will be carried out in the event that one of the teams has surrendered (castle/nexus in this case is not destroyed by the direct impact of the enemy). Victory is awarded to the opposing team.

2 In the case of the technical defeat in the round (on the map) or full match, outcomes that are not determined by gaming competition at the moment of the TD announcement are settled at the odds "1". Reasons of technical defeats: DDoS attack, lateness of a team or a participant, replacement of a player during the game and other circumstances by the decision of referees or organizers. Settlement at the odds "1" is possible only before the game start (exit of creeps / minions from the barracks on the line). When a technical defeat is appointed, or at any unplanned situations (disconnect, exit (leave) of players from either team, etc.), all further bets are settled according to the results. A technical defeat on the map counts for bet settlement (win / Handicap / Total) for the full match. Numbering of maps in line in the case of the technical defeat also takes into account the round (map) that were won by TD.

3 This discipline provides totals and handicaps on the murder (kills) of the main characters and maps.

4 The advantage of one map before the start of event. Under the decision of the referees / regulations, in some cases, the winning of one of the teams can be "in absentia" awarded in 1

map (do not confuse with a technical defeat or bet on handicaps). In outcomes with the total of rounds (maps) or winning in a particular (in sequence) map, this "absentia" map is ignored.

That is, the first map in the line is considered to be the first map played by the participants. 5

The "First Blood" (first kill) bet is interpreted as the murder of the game hero (champion) by the characters (champions) of the opposing team. The first murder in the map by neutral units or creeps / minions does not count and the bet stands until the first killing of a hero by characters of the opposing team. The "Will take first 10 kills on map" bet is offered for the team that will be the first to achieve 10 kills of the opposing team heroes.

6 Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time (in the case of server crashes, network problems, DDOS-attacks, etc.) is not a reason for bets refunding.

Counter Strike: Global Offensive

1. Winning the round is achieved by the murder of all rivals on the map, detonation / defusing the bomb or the end of the time on the timer of the round.
2. The game is started after the first murder in the "pistol" round.
3. Winning on the map is achieved by victory at least in 16 rounds (or, in accordance with the tournament regulations). In the case of a draw on the map (when the score by rounds is 1515), the organizers may appoint additional 6 or 10 rounds, the so-called "overtime" (OT). Winning in overtime is awarded to the team that reaches the advantage with a gap of 2 rounds or, if one of the teams cannot "catch up" the

opponent in the allotted number of rounds (for example: when the score is 19-15, 21-17 etc.). In case of a draw (21-21), referees appoint another 6 (10) additional rounds.

4. If the event begins with the advantage in the score of one of the teams, according to the regulations, or by decision of the referee, all bets are settled at the odds "1", except for the cases when the information was indicated in line.

5. In case of the match format change (the number of maps, rounds or other regulated standards), the bets are settled at the odds "1", except for the bets on the outcomes that have already been determined.

6. Handicap and Total bets are offered both on rounds, maps and murder (kills) in a particular period of time.

7. Bets on the outcomes that are actually determined by the time of the interruption / retire of teams or the technical defeat are settled based on the results. Bets, the result of which is not determined at the time of a stop, will be settled at the odds "1".

8. Bets are accepted both on standard win / draw and the handicaps (kills, maps, rounds) as well as specific outcomes, such as: "The winner of the N round on the N map" or "The winner of the Tournament", etc.

Starcraft 2

1. Bets on this discipline are presented in the form of winning outcomes as well as handicaps and totals.
2. All bets are valid after the game starts, and the confirmation by the players and / or referees is received.

3.

In the event of the technical defeat assigned before the game, the bets are settled at the odds "1". In case of appointment of the technical defeat after the start of the game, all bets remain valid (provided that the outcome can be determined at the moment of interruption and the announcement of the technical defeat of one of the participants).

HearthStone

1. Bets on this discipline are presented in the form of winning outcomes as well as handicaps and totals.

2. All bets are valid after the game starts. The beginning of the game is when both players got the first card from the deck.

3. In the case of a stop / interrupting the game (without the possibility to continue) or technical defeat, all outcomes that are possible to determine at this point are settled based on the results. The outcomes that are impossible to determine are settled at the odds "1" (assuming that the game will not be continued according to clause 37 hereof).

4. The player who has not finished the game for any reason (DDoS attacks, network disconnection), loses in the current and subsequent games.

Overwatch

1. Bets on this discipline are presented in the form of winning outcomes as well as handicaps and totals.

- 3.
2. All bets are valid after the game starts.

In the case of a stop / interrupting the game (without the possibility to continue) or technical defeat, all outcomes that are possible to determine at this point are settled based on the results. The outcomes that are impossible to determine are settled at the odds "1" (assuming that the game will not be continued according to clause 37

hereof). **World of Tanks**

1. Bets on this discipline are presented in the form of winning outcomes as well as handicaps and totals.
2. All bets are valid after the game starts.
3. In the case of a stop / interrupting the game (without the possibility to continue) or technical defeat, all outcomes that are possible to determine at this point are settled based on the results. The outcomes that are impossible to determine are settled at the odds "1" (assuming that the game will not be continued according to clause 37 hereof).

PUBG

1. Bets on this discipline are presented in the form of outcomes of head to head place matchup, total kills committed by both teams on a round, total kills committed by a player/team, handicap kills on a round, bets on getting into the top by a player or team that are represented in the line. Top - the number of surviving players/teams on the map.

3.

2. If the game for the player is interrupted due to his refusal - bets on all the markets of this game will be canceled, except when the results of the markets have already been determined at the time of stopping the game.

If the game is interrupted for technical reasons on the server or technical problems of the player, bets on all markets of this game will be canceled, except when the results of the markets have already been determined at the time of stopping the game.

Dota 2. Auto chess

· Bets on this discipline are presented in the form of outcomes for:

- Place in the top - position in the rating of the game which the streamer occupies by the time of the completion of his game.
- Total of the rounds played by the streamer until the end of his game. If 30 rounds have passed, and the player completes the game for 31, then the result of the total for the rounds is the number 31.
- Handicap - the difference between won and lost rounds.

· The game is considered as held at the start of the 5th round. If the game did not held (4 rounds were not played), bets are returned.

· Any technical problems (loss of internet, crash, force majeure) entail a return of bets.

Exceptions are cases like the following:

3.

a) 20 rounds were played, the bet was placed on a total of 15 over and a failure occurred.

The total bet will be settled.

b) 20 rounds were played, the bet was placed on a handicap +2.5 over and a failure occurred. Handicap bet +2.5 will be returned.

- c) The player entered the top 3, bet was placed at the entrance in the top 5 and crashed.
The bet will be calculated if this entry into the top is guaranteed and getting out of the top 5 is impossible (example. the rest of the participants lost).

· The official data source is a stream record or the stream itself.

To determine the results of e-Sports events, the company uses the following sources (including but not limited to):

· <http://game-tournaments.com/>

· <http://www.gosugamers.net/>

· http://esportlivescore.com/l_ru.html

· <http://www.hltv.org/> ·

<https://www.dotabuff.com/>

Streaming and video services: ·

<https://www.twitch.tv/> ·

<https://www.youtube.com/>

official websites of tournaments or game organizers.

Virtual football

1. Virtual Football League (VFL) is composed of 16 teams and continuously occurring seasons.

Each season consists of 30 virtual matchdays (home and away matches).

2. Features:

- A season lasts 141 minutes and includes 30 tours;
- A tour consists of eight matches;
- The duration of a match is 4 minutes 35 seconds;
- Each match is composed of: "Pre Match" period; "First half"; "Second half"; "Post Match" period.
- "Pre Match" period heralds the beginning of the match and lasts 60 seconds. The duration of each half is 45 minutes, as in real football. But only pieces of dangerous moments with a total duration of 1 minute 30 seconds are shown. Break between halves is 10 seconds. At the end of each meeting, 10 seconds are given to "Post Match" period, and 15 seconds to complete the "Virtual Tour of the game."

3. Acceptance of bets on VFL matches stops in 10 seconds before the start of the match. Bets can be placed on all upcoming matches of the current season. Each "matchday" shows all selected matches of the tour at the current odds.

4. Types of wagers available for betting:

- Regular time (Win Team 1; Draw, Win Team 2);

- Handicap (H1, H2);
- The first half (Team 1 Win, Draw, Win Team 2);
- Total (over; under);
- Correct score (from 0:0 to 3:3; other);
- Who will score the next goal at the score 0:0? (Team 1; None; Team 2).

5. The bets are settled immediately after the match.
6. The result of each event is not determined by Betting company, neither it depends on Betting company, bettors or placed bets.
7. If the event did not take place due to failure of the application and in the case of such errors as incorrect displaying of wagers and odds - the bets will be refunded.
8. Connection failure, communication disruptions, browser errors, windows closing and other technical reasons are not grounds for bet cancellation as they do not affect the course of a match, result and the settlement of bets. In addition, delays in the broadcasting are not the reason to cancel bets.
9. The bettor is responsible for proper selection of bets.

Virtual basketball

1. Virtual Basketball League (VBL) is composed of 16 teams and continuously occurring seasons. Each season consists of 30 virtual match days (home and away games).

2. Features:

- A season lasts 108 minutes and includes 30 rounds;
- A round consists of eight matches;
- The duration of a match is 3 minutes 30 seconds;
- Each match is composed of: "Pre Match" period; "Match"; "Post Match" period. ● "Pre Match" period heralds the beginning of the match and lasts 15 seconds. The duration of each match is 2 minutes 40 seconds. Only pieces of dangerous moments with a total duration of 1 minute 30 seconds are shown. At the end of each match, 35 seconds are given to "Post Match" period.

3. Acceptance of bets on VBL matches stops in 10 seconds before the start of the match. Bets can be placed on all upcoming matches of the current season. Each "match day" shows all selected matches of the tour at the current odds.

4. Types of wagers available for betting:

- Fulltime result (Win Team 1; Draw, Win Team 2);
- Handicap (H1, H2);
- The first half (Team 1 Win, Draw, Win Team 2, Handicap H1; H2, Total over; under); ● Total (over; under); ● Individual total.

5. The bets are settled immediately after the match.

6. The result of each event is not determined by Betting company, neither it depends on Betting company, bettors or placed bets.
7. If the event did not take place due to failure of the application and in the case of such errors as incorrect displaying of bets and odds - the bets will be refunded.
8. Connection failure, communication disruptions, browser errors, windows closing and other technical reasons are not grounds for bet cancellation as they do not affect the course of a match, result and the settlement of bets. In addition, delays in the broadcasting are not the reason to cancel bets.
9. The bettor is responsible for proper selection of bets.

Virtual tennis

1. Virtual tennis tournament is composed of two Grandstand Open and Britannia Open, each including participation of 16 players.
2. Features:
 - one tournament consists of 15 matches and goes in 4 rounds: 1/8 finals, 1/4 finals, semifinals, finals;
 - duration of one tournament is 26 minutes, rounds of each tournament change one by one:
3. 1/8 Britannia Open

Grandstand Open final

1/4 Britannia Open

1/8 Grandstand Open

Britannia Open semifinals

1/4 Grandstand Open

Britannia Open final

Grandstand Open semifinals

- duration of one round / match is 3 min 45 sec;
- matches are played with 3 sets format (until victory in two sets).

The bets for the upcoming Grandstand Open round are accepted during the appropriate Britannia Open tour and vice versa.

4. Types of wager available for placing bets:

- Fulltime result (W1 - winning of the 1st player, W2 - winning of the 2nd player);
- Total (over, under) - settled by games;
- Exact score (2:0, 2:1, 0:2, 1:2);
- Winning the 1st set (W1 - winning of the 1st player, W2 - winning of the 2nd player).

- 1st set total (over, under) - settled by games in the first set.