

GENERAL BETTING RULES

1. EVENTS ON WHICH BETS ARE ACCEPTED:

We only accept bets on virtual sporting events, numbers betting or special events as listed in these Fair Deal Rules or where the bet has been agreed and authorised by the BETSID LTD management. Any bets accepted in error and not so authorised or covered by these Fair Deal Rules will be declared void.

2. MAXIMUM WINNINGS:

- a. The maximum winnings categories listed below apply to bets placed, in our Football Stadium operation and in our LBOs. The maximum winnings categories in the UK and the Channel Islands are in Sterling and in the Isle of Man they are in Pounds. A bet is accepted on the basis that it is the investment of one customer only and the following are the maximum amounts that can be won (excluding stake) by a customer in one day's betting regardless of stake and apply even if bets have been placed through more than one betting channel (i.e. Stadium betting or LBOs).
- b. Where bets have been placed on different days, the maximum amount that can be won in one day's betting is determined by the day on which the final race/event on each bet is resolved, rather than the day on which each individual bet is placed.
- c. Where selections taken from the different categories listed below are combined in multiple or accumulative bets the lowest maximum winnings limit will apply.
- d. Where bets are placed in an alternative currency, the maximum payout will be converted based on the table below using the Sterling local currency exchange rate on the day of settlement of the bet.

| Event Or Bet Type | Maximum Winnings |
|--|------------------|
| Horse Racing, BAGS and Non BAGS Meetings covered by a full service (where all the selections are in races covered by a full service and where all those selections are advertised to run during branch opening hours) | |
| Horse Racing in Great Britain & Ireland | £25,000 |
| Horse Racing in South Africa | £5,000 |
| Horse Racing in all other countries | £10,000 |

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|--|-----------------|
| BAGS Meetings | £5,000 |
| Non - BAGS Meetings covered by a full service | £1,000 |
| Forecast fourfolds & upwards (excluding Forecast Yankees and Lucky 15s) | £5,000 |
| Tricast doubles & upwards | £5,000 |
| Horse or Greyhound Racing (where any selection is in a race not covered by a full service). | |
| Horse Racing | £10,000 |
| Greyhound Racing covered live on Sky Sports or terrestrial TV | £10,000 |
| | |
| Greyhound Racing at other listed tracks where bets are accepted and all UK mainland and Irish open races at any other track where runners are published in the Racing Post | £1,000 |
| Ante Post Horse Racing | £10,000 |
| Ante Post Greyhound Racing | £5,000 |
| Tote Pool Bets | |
| Any Tote bet entered into the live pool | No Limit |
| Where a Tote bet is not entered into the live pool the following limits will apply: | |
| Harness Racing, Trotting, Pacing and Greyhound Racing outside UK & Ireland | £1,000 |
| All other accepted Tote bets | £10,000 |
| Sports Betting (other than horse or greyhound racing) | |

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| The following markets in Grade 1 Football; Cup & Divisional Betting, Match Betting, Correct Score, Double Result, First/Last/Anytime Goalscorers, Both Teams to Score and Total Goals. The remaining markets on Grade 1 Football are incorporated under 'All Other Football'. (Grade I Football includes English Premier League, Scottish Premier League, English Championship, Leagues 1 & 2, the Conference National Division, Scottish 1,2,3, English and Scottish cup matches, Internationals, Champions League, Europa League, Bundesliga, La Liga Primera, Le Championnat Premiere and Serie A.) | £25,000 |
| Football Coupons / Accumulators (Long list, Both teams to score etc) | £25,000 |
| All Other Football | £5,000 |
| Golf; Rugby Union International Ante Post Match & Handicap Betting. | £25,000 |
| American Football (NFL); Athletics World/European Championships; Baseball (MLB); Basketball (NBA); Boxing/UFC/MMA; Cricket; Ice Hockey (NHL); Motor Sports; Olympic Games; Snooker; Tennis | £5,000 |
| Rugby League Internationals and Club Matches; Rugby Union Club Matches and all markets in Rugby Union Internationals with the exception of ante post match & handicap | £5,000 |
| American football (non-NFL), Athletics, Baseball (non-MLB), Basketball (non-NBA), Bowls, Cycling, Handball, Ice Hockey (non-NHL), Volleyball and any other sporting event not listed above - unless advertised otherwise | £1,000 |
| Special (Non-Sporting) Event Betting | |
| Politics | £1,000 |
| All Other Special (Non-Sporting) Events | £1,000 |
| Numbers Events | |
| Irish Lotto; New York Lottery. Any other international, national or state lottery opportunities that are directly available | £10,000 |

| | |
|---------------------------------|----------------|
| Virtual Racing/Sports | £5,000 |
| 49's | £10,000 |
| Rapido (available in LBOs only) | £5,000 |

3. NON RUNNERS / NON-PARTICIPANTS AND VOID SELECTIONS:

Unless a bet has been placed under ante post terms, when a selection is made void or does not run, then in single bets the stake will be returned. In accumulative bets the stake will run on to the remaining selection(s) with a double becoming a single, a treble becoming a double and so on. Unless a specific reference is made in the individual section that covers the sport, abandoned or postponed events are void. However, bets in markets that have already been resolved at the time of abandonment, such as 'first touchdown scorer' etc. will stand.

4. DEAD HEATS:

In a DEAD HEAT the stake money on a selection is divided by the number of runners or competitors involved in the dead heat. The full odds are then paid to the divided stake, with the remainder of the stake money being lost.

5. CONDITIONAL BETS (Any-To-Come, Stop-At-A-Winner etc.):

Such bets are available in our LBOs only

6. ANTE POST BETTING (FUTURE EVENTS):

a. Ante post prices are those offered on:

- i. Horse Racing prior to the final declaration stage.
- ii. Greyhound events up to and including the semi final stage. (Any bets placed after the semi finals or on a single race event where a price has been taken will be settled as early bird bets and stakes refunded on non runners. In the event of a non runner all bets will be settled at starting price).
- iii. Sports events prior to the start of an event, with the exception of bets on a match, a single race event (e.g. London Marathon) or an individual heat/stage.
- iv. All special (non-sporting) events.

- b. Ante post bets are accepted on the understanding that you will lose your stake if your selection does not participate. No Tattersalls' Rule 4 deductions are made from winning bets except when a runner in a horse race is balloted out.
- c. i. Bets placed after the start of a sports event are not classified by us as ante post. Unless a specific reference is made in the rules for a particular sport, the start of an event is defined as the first time there is any competitive action. Stakes will be refunded on competitors/teams who take no further part after the bet is placed, unless they have been eliminated by competition rules. A Tattersalls' Rule 4 deduction will be applied to winning bets placed after the competitor's/team's last competitive action and prior to the market being re-formed.
- ii. Stakes are lost on competitors/teams who start an event and then withdraw.
- iii. In total tournament/series markets e.g. top series wicket taker, winner of the golden boot etc. individuals named in the team squad will be deemed to have participated whether or not they have taken part in any competitive action.
- d. The maximum winnings limits for ante post bets are determined by the categories listed in Rule 2.
- e. Ante post each way doubles, trebles etc. are settled win to win, place to place.
- f. Ante post bets are settled at the price and place terms applicable at the time of acceptance.
- g. Place only bets and forecast bets are not accepted at ante post odds. If taken in error, place only bets will be void. Forecast bets will be settled on the computer straight forecast.
- h. Where the same selection is backed to win two or more ante post events in an accumulative bet a special combined price will apply irrespective of any individual prices quoted. Where no special combined price is available e.g. a horse to win a Derby trial and the Derby, settlement will be based on the first available odds after each leg has been completed.
- i. Lucky 15/31/63 and other BETSID LTD special bets are not available at ante post odds. Any taken in error will be settled without the bonuses or consolations.
- j. The terms of special event/sports bets laid following a written/email request from an individual customer will be clarified in our written/emailed response to the customer prior to the bet being placed.

k. i. If a horse race is cancelled, rescheduled to run at another racecourse or run on a different surface (turf to all weather or vice versa) then ante post bets will be made void.

ii. If a horse race is re-scheduled to run at the same race course then all ante post bets will stand. However if the race reopens or reverts back to a previous forfeit or declaration stage then we will allow any *open ante post bets to be cancelled by mutual consent.

An *open ante post bet is where the selection is a declared runner or quoted in the betting market at the time of postponement. Bets can only be voided by mutual consent prior to the final declaration stage.

7. VIRTUAL RACING/SPORTS:

a. Virtual Racing/Sports are a computer generated presentation of a random number draw result, in which the first number generated decides which competitor wins the event, the second and third, which ones are placed etc.

b. Betting on Virtual Racing/Sports follows the same rules as for real horse, greyhound and sports events. However, virtual selections will not qualify for consolations or bonuses if placed on our range of special bets.

c. Handicap Races: a race is described as a handicap to signify the place terms on this race. It does not indicate an equal chance for every horse.

d. In the event of a computer, electrical or any other malfunction any virtual race or event will be void and your stake returned.

8. RELATED CONTINGENCIES:

Accumulative/multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. If taken in error the stakes will be equally divided where they clash and made into separate bets. However, where the related parts of the bet are resolved at different times, unless 'special double' or 'special accumulative' odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

9. SPORTS GOVERNING BODIES:

It is a condition of our acceptance of bets from you that, and by offering to place a bet with us, you represent that:

- a. You are not prohibited from entering into the bet by any term of your contract of employment or any rule of a Sports Governing Body, which applies to you.
- b. You are not aware of any circumstance which would make the placing of the bet a breach of a rule on betting applied by a Sports Governing Body.
- c. Where the bet is placed on the outcome of a race, competition or other event or process or on the likelihood of anything occurring you do not know the outcome of the event or have not been involved in events which adversely affected the potential outcome.
- d. In the event of any such representation by you proving to be false your stake will be forfeited and we shall not be obliged to pay any winnings which might otherwise have been payable in respect of the bet.

10. DATA SUPPLIED BY A THIRD PARTY:

Please be aware that data such as current scores, time elapsed etc. that is displayed on our text screens is sourced from a 'live feed' provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and BETSID LTD accept no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

11. RIGGING:

We reserve the right to withhold payment if we have evidence that the prices or the pool have been manipulated or where a race, event or match has been rigged. Evidence of the above may be based on the size, volume or pattern of bets placed with BETSID LTD across any or all of our betting channels.

12. TIME OF ACCEPTANCE:

We produce an automated 'no more bets time' for all horse, greyhound and numbers events covered in our full service. Bets are valid if accepted up to this time. Except where prior authorisation is given, single bets accepted after the 'no more bets time' will be void. In multiple bets late selections will be treated as non runners. Where the official 'off' of a race or event is not announced bets are accepted up to the advertised start time. If betting in-play is available bets will stand and be settled at the current in-play price at the time the bet was struck. Where betting in-play is not available any bet that is inadvertently accepted after this time will be void, unless we are satisfied that the bet was placed before the actual start of the event, except in the following circumstances: on a golf event up to 15 minutes after the start time; a football match up to 15 minutes after the start time, provided there has been no goals scored or players sent off and any of the following sports events up to 5 minutes after the start time: American Football; Baseball; Basketball; Bowls; Cricket; Cycling; Darts; Gaelic Football/Hurling; Ice Hockey; Rugby; Snooker/Pool; Speedway; Tennis.

GENERAL FOOTBALL RULES

1. ACCEPTANCE:

All odds are subject to fluctuation and are based on the result at 'full-time' (the terms 'full-time', '90 minutes play' and 'normal time' are all used to denote the period of play which includes injury time but not scheduled extra time, penalty shoot-outs etc.). When betting in-play is available there is generally a delay in satellite transmission. Therefore we reserve the right to settle any bet placed within the five second period after a goal has been scored or a penalty awarded at revised odds that reflect the state of play when the bet was struck or void the bet if the market has already been determined.

2. MATCH BETTING

Predict the result of the match at the end of normal time. Unless otherwise stated on our coupons, on our text screens or on our website, singles and upwards are accepted on all matches. There is no maximum limit to the number of 'home', 'draw' or 'away' selections allowed.

3. POSTPONED OR ABANDONED MATCHES:

- a. With the exception of situations in sections b) c), & d), an unplayed, postponed or abandoned match that is played on a different day to that originally scheduled will be made void for settling purposes. The only exception to this will be if the game is subsequently played within two days (local time) of the originally scheduled kick off time. For example, if the game was postponed at 20:00 on Tuesday bets will stand provided the match starts prior to midnight on Thursday (local time). If void matches reduce an accumulator, the bet will be settled on the remaining selections. Under no circumstances will the judgment of any 'Pools Panel' be accepted as a result.
- b. Should a match be abandoned prior to the completion of 90 minutes play, all markets will be void, unless a winning market has already been established prior to abandonment e.g. first goalscorer, time of first goal, half time result etc.
- c. If a match is suspended or abandoned after the start and the remaining minutes are played at a later time on the same day, settlement will be based on the score at full time, once the remaining minutes have been completed, otherwise bets will be void.
- d. A match that is moved to accommodate TV schedules will not be treated as a postponed match for the purposes of this rule and all bets will stand.

4. RE-ARRANGED MATCHES:

- a. A re-arranged match is one where the venue or opponents are different to those known to us when our coupon is produced. In the event of a change of venue not being published or made

known to us at the time coupons are produced, bets will stand provided the venue is not switched to the opponent's ground, in which case selections for that match will be made void.

- b. If a team plays a different opponent to the one printed on the coupon, that selection will be void and the bet settled on the remaining selections.

5. OUTRIGHT BETTING:

Where odds for OUTRIGHT win as well as full time are offered in cup finals, etc. unless 'to win outright' or 'to lift the trophy' is indicated, or a qualifying price has been laid, all bets nominating a team to win will be settled on the result at full time.

6. AUSTRALIAN FOOTBALL:

- a. Minimum trebles.
- b. Matches that are abandoned, postponed or rescheduled to another day are void.
- c. Half-time/full-time betting and correct scores are not accepted and any bets taken in error will be made void.

7. MYTHICAL MATCHES:

- a. This bet requires you to predict the result of an imaginary match. The result of the match will be decided by the number of goals scored by the teams in their actual fixtures.
- b. Singles and upwards accepted.
- c. Selections taken from a mythical match cannot be combined with any actual match involving the same team or their opponents.
- d. Postponed or abandoned matches will be settled in accordance with Rule 3 a).

8. PLAYER SPECIALS:

Named player must start the match for bets to stand.

9. PENALTY SPECIALS:

Bets on whether a penalty is awarded, scored or missed will be based on normal time. Extra time and penalty shoot-outs will not count.

10. NEXT PERMANENT MANAGER OF A FOOTBALL CLUB:

Unless stated otherwise, settlement will be based on an official statement from the club, or on the club website, stating that an individual has been appointed as manager of the first team for a year or more, even if they subsequently leave the club within the year. If no official clarification is given an individual who is responsible for picking the first team for a period of one year will be deemed the permanent manager for betting purposes. Stakes on other selections will be lost..

HANDICAP BETTING

1. GENERAL RULES:

- a. Predict the result when one of the competitors receives a 'start' and this is added to their final score. The 'start' is known as the handicap spread.
- b. All handicap betting is based on the result at full time. Extra time does not count. Where there is any doubt as to whether 'traditional' handicap betting or 'Asian' handicap betting is intended the bet will be settled as a traditional handicap bet.

2. GOALS HANDICAP:

Predict the result after the handicap spread has been applied. In order to determine the result one or more goals (or half goals) are added to the total goals scored by one of the teams. Where the final scores are equal after the handicap has been applied if no price is offered for the draw bets will be void.

3. CORNERS HANDICAP:

Predict the result after the handicap spread has been applied. A start of one or more corners (or half corners) is given to one of the teams. In order to determine the result the 'corners start' is added to the actual number of corners that the team has achieved.

4. ASIAN HANDICAP:

- a. Predict the result after the handicap spread has been applied. This is another form of handicap betting.
- b. The handicap can vary from 'scratch' (0) for two equally matched teams to any number of goals where there is an unequal contest. If the handicap is 'scratch' (0) then the team that scores the most goals is the winner. If the match is a draw stakes are refunded.
- c. Whole-Goal Handicap (e.g. 0, 1, 2, 3 etc.); if the number of goals for each team is equal after the handicap has been applied stakes are refunded.
- d. Half-Goal Handicap (e.g. 0.5, 1.5, 2.5 etc.); when this is applied bets will either win or lose as a draw is impossible.

- e. Split-Handicap; this is where the stake is divided equally between two bets. One half of the bet is on a whole-goal handicap and the other half of the bet is on a half goal handicap. If the handicap is 1.0 and 1.5 then half the bet will be struck at 1.0 and the other half at 1.5.

For example; match Chelsea Vs Liverpool where Chelsea are the favourites and the split-handicap is -1.0 and -1.5. A bet placed on Chelsea would consist of half the stake on Chelsea at -1.0 goal and half the stake on Chelsea at -1.5 goals.

Match result, Chelsea beat Liverpool 2-1. Half the bet is lost at (-1.5) and half the bet is void at (-1.0.)

If the bet was placed on Liverpool then half the bet has won (+1.5) and half the bet is void (+1.0).

5. FIRST HALF HANDICAP:

- a. Predict the first half result once the handicap spread has been applied to the goals scored by each team in the first half.
- b. Injury time counts.

6. SECOND HALF HANDICAP:

- a. Predict the result of a 45 minutes 'mini match' once the handicap spread has been applied to the goals scored by each team in the second half.
- b. Any goals scored in the first half will not count.
- c. Injury time counts.

GOALSCORER MARKETS

1. FIRST GOALSCORER:

- a. Predict the player who will score the first goal in the match. Every effort will be made to quote first goalscorer odds for all possible participants. However, other players will always be quoted on request and will count as winners should they score the first goal. Bets on players not taking part in the match will be void. Bets on 'first goalscorer' where the selection comes on after the first goal is scored will be void, unless the first goal is an own goal, in which case bets will stand.
- b. In the event of a dispute over the award of a goal, for betting purposes, settlement will be based on the goalscorer listed by the Press Association immediately after the match has finished. Any subsequent amendments to Press Association records will not count.

- c. Own goals do not count in pre-match first goalscorer betting. In the event of an own goal first goalscorer bets are not void but carry forward to the next goal. For in-play first goalscorer betting if odds are quoted for an own goal and the first goal is an own goal bets on named players to score the first goal will be deemed to be losing selections.
- d. Extra time does not count.
- e. Each way bets on first goalscorers are not accepted and if taken in error the place part will be settled as an anytime scorer bet. See Rule 8.

2. LAST GOALSCORER:

- a. Predict the player who will score the last goal in the match. All players that take part will be considered 'runners' for last goalscorer purposes. Every effort will be made to quote last goalscorer odds for all participants. However, other players will always be quoted on request and will count as winners should they score the last goal. Bets on last goalscorers that are substituted/sent off before the last goal is scored will be treated as losing selections.
- b. In the event of a dispute over the award of a goal, for betting purposes, settlement will be based on the goalscorer listed by the Press Association immediately after the match has finished. Any subsequent amendments to Press Association records will not count.
- c. Own goals do not count. If the last goal is an own goal bets default to the previous goal.
- d. Extra time does not count.
- e. Subject to General Football Rule 3a., any last goalscorer that is selected in a match that is not completed will be void.

3. FIRST GOALSCORER COUPLED:

- a. Predict the pair of players that will contain the first goalscorer.
- b. If one player comes on after the first goal has been scored or does not play the stake will be invested on the other player at the individual first goalscorer odds.
- c. If both players do not play or come on after the first goal has been scored the bet will be void.
- d. Extra time does not count.

4. SCORECAST:

- a. Predict the first goalscorer and the correct score. Bets will be settled at the combined odds advertised or displayed.

- b. i. In a Scorecast if a player comes on after a goal has been scored or does not take part in the game, Scorecasts involving that player will be settled as a single on the selected correct score at the appropriate odds. For first goalscorer purposes, own goals do not count. If the only goals in the match are own goals, Scorecasts will be settled as singles on the selected correct score at the appropriate odds. If the match is abandoned after a goal has been scored Scorecasts will be settled as singles on the selected first goalscorer at the appropriate odds.
- ii. Last goalscorer - Scorecasts are also accepted.

5. NEXT GOALSCORER:

- a. This bet is available in-play and requires you to select the player who will score the next goal in the match.
- b. Unless otherwise stated extra time does not count.
- c. If odds are quoted for an own goal and the next goal is an own goal bets on named players to score the next goal will be deemed to be losing selections.
- d. If odds are not quoted for no next goalscorer then bets will be void if no goal is scored.

6. WINCAST:

- a. A Wincast requires you to select a first goalscorer and their 'team to win' in a double. Bets will be settled at the combined odds advertised or displayed. Unless otherwise stated extra time does not count.
- b. If a player does not start, the Wincast is void. If the only goals in the match are own goals, Wincasts will be settled on the team to win at the appropriate odds. If the match is abandoned after a goal is scored, Wincasts will be settled as singles on the selected first goalscorer at the appropriate odds.

7. ANYTIME WINCAST:

- a. An Anytime Wincast requires you to select a player to score anytime and their team to win in a double. Bets will be settled at the combined odds advertised or displayed. Unless otherwise stated extra time does not count.
- b. If a player does not start a match Anytime Wincasts bets are void. Subject to General Football Rule 3a., anytime Wincasts will be void if a match is abandoned. If the only goals in the match are own goals, an Anytime Wincast will be settled on the team to win at the appropriate odds.

8. ANYTIME SCORER:

- a. Select a player to score at any time during the match. Unless otherwise stated extra time does not count.
- b. Players must start the match for bets to be valid. Stakes will be refunded on anytime goalscorers who do not start, whether or not they score
- c. In the event of 'non-participants', singles will be void and accumulative bets will be settled on the remaining selections.
- d. Any selection taken from a match that is not completed will be treated as a non-participant.
- e. Own goals do not count.
- f. Anytime scorers taken from the same match can be combined in multiple bets.

9. PLAYER Vs PLAYER MATCH BETS:

- a. This bet requires you to select a player to score more goals than his opponent. Extra time does not count.
- b. Both players must start the match for bets to stand.
- c. Unless odds are quoted for a tie, in the event of a tie bets will be void.

10. SCORER OF TWO OR MORE:

- a. Select a player to score two or more goals in the match. Extra time does not count.
- b. Players must start the match for the bet to be valid. Stakes will be refunded on players who do not start, whether or not they come on later and score two or more goals.
- c. In the event of non-participants, singles will be void and accumulative bets will be settled on the remaining selections.
- d. Any selection taken from a match that is not completed will be treated as a non-participant.
- e. Own goals do not count.

11. HAT-TRICK SCORER:

- a. Select a player to score three or more goals in a match. Extra time does not count.
- b. Players must start the match for bets to be valid. Stakes will be refunded on players who do not start, whether or not they come on later and score three or more goals.

c. In the event of non-participants, singles will be void and accumulative bets will be settled on the remaining selections.

d. Any selection taken from a match that is not completed will be treated as a non-participant.

e. Own goals do not count.

12. GOALSCORERS SHIRT NUMBERS:

a. Predict the aggregate of the shirt numbers of the goalscorers.

b. Own goals count and the shirt number of the scorer of the own goal will be credited to the team that is awarded the goal.

c. Extra time does not count.

d. Any player not allocated a squad number or whose shirt bears no number when he joins the field of play will be allocated number 12. Where a player changes into a different shirt only the number on his original shirt will count. Any squad/shirt number over 99 will be counted as number 99.

13. ANYTIME OWN GOAL:

a. Predict an own goal to be scored in normal time, including injury time.

b. In the event of a dispute over a goalscorer, settlement will be based on the player listed by the Press Association immediately the match is over. Any subsequent amendments to Press Association records will not count.

14. FIRST GOAL TO BE AN OWN GOAL:

a. Predict whether the first goal in the match will be an own goal.

b. In the event of a dispute over a goalscorer, settlement will be based on the player listed by the Press Association immediately the match is over. Any subsequent amendments to Press Association records will not count.

15. ANYTIME GOALSCORER DOUBLED:

a. Predict a pair of players who will each score a goal at anytime in the match.

b. If either or both players do not start the match the bet is void.

c. Extra time does not count.

SOCCERSTATS

1. GENERAL RULES:

- a. Soccerstats include goals, corners and bookings etc. Extra time does not count. Settlement will be based on the soccerstats listed by PA. However, where there is a dispute over a goalscorer, subject to section j, settlement will be based on the goal scorer listed by the Press Association immediately after the match is finished.
- b. Singles and upwards are accepted on selections taken from our range of soccerstats bets. For example, a win treble on the number of goals in the match, number of corners in the match and number of bookings in the match, can be accepted.
- c. Unless special combined odds are available, selections taken from any section involving goals e.g. the 'number of goals in the match' may not be combined in accumulative bets with selections taken from our range of other bets that are offered on the same match ie. match result, first goalscorer etc.
- d. Subject to General Football Rule 3a., in the event of a match not being completed (90 minutes play) all bets will be void unless a winning market has already been established in which case bets stand.
- e. Own goals count.
- f. Corners awarded but not taken will not count for settling purposes even though they may be listed by PA. Re-taken corners will only count once.
- g. Bookings points are 10 for a yellow card and 25 for a red card. The maximum points per player per match is 35 (25+10). In all cards/bookings markets the maximum cards per player per match is two regardless of whether a player is shown two yellow cards and then a red card.
- h. A red or yellow card issued to a player after he has been substituted, or issued to a substitute who has not been used, or issued to coaching staff or issued during the half time interval or issued after the referee has blown for full time, will not count for settling purposes.
- i. First/last/next card issued: Where more than one player is issued with a card following the same incident, the player/team who is first shown a card by the referee will be deemed the winner.
- j. Unless otherwise advertised, tournament stats markets e.g. total tournament corners/red cards etc. are based on normal time but total tournament goals and any other markets involving goals/goalscorers will include extra time. Where available, settlement will be based on the official records of the tournament governing body.

- k. Where a market is available for a goal to be scored from outside or inside the box, any part of the player or ball touching the penalty area lines will be treated as "inside" for betting purposes.

2. TEAM PERFORMANCE:

- a. Predict how your selected team will perform in the match.
- b. Team performance comprises of points awarded to the nominated team for goals scored, corners taken and for keeping a clean sheet. Points are deducted for each red card the team receives (subject to section 1 h)). Extra time does not count.
- c. The team performance of two opposing sides may not be combined in a double or any other accumulative bet involving the same match.
- d. Team performance may not be combined in accumulative bets with selections taken from our range of other bets that are offered on the same match i.e. soccerstats, match result, first goalscorer etc.
- e. In the event of a match not being completed team performance bets will be void, unless a winning market has already been established, in which case bets will stand.
- f. Team performance points are calculated as follows: each goal scored plus 10pts: clean sheet plus 5pts: each corner taken plus 3pts: each red card minus 10pts.

3. MATCH ACTION:

- a. Predict how both teams will perform in the match.
- b. Match Action comprises of the total points awarded in a match (both teams' points combined) for goals, corners, penalties and bookings.
- c. Singles and upwards are accepted.
- d. Match Action selections may not be combined in accumulative bets with selections taken from our range of other bets available on the same match.
- e. In the event of a match not being completed all bets will be void unless a winning market has already been established, in which case bets will stand.
- f. Match Action points are calculated as follows: each goal scored 10 pts, each corner taken 3 pts, each penalty 10 pts, each yellow card 3pts, each red card 10pts. Maximum of 13 points per player for cards 13 (10+3). There are no minus points. Please note: the points awarded for cards differs for "5 Minute Markets Match Action".

g. Extra time does not count.

4. GOALS X CARDS:

- a. Predict both the range containing the number of goals scored and the range containing the number of cards issued.
- b. If either selection is unsuccessful the bet is a loser.
- c. If two yellows result in a red card being issued, it will only count as two cards.
- d. Extra time does not count.

5. CORNERS X CARDS:

- a. Predict both the range containing the total number of corners taken and the range containing the total number of cards.
- b. If either selection is unsuccessful the bet is a loser.
- c. If two yellows result in a red card being issued, it will only count as two cards.
- d. Extra time does not count.

6. MATCH TREBLES:

- a. Predict the team to win the match, the correct range of corners taken and the correct range of cards issued.
- b. If two yellows result in a red card being issued, it will only count as two cards.
- c. Corners awarded but not taken will not count.
- d. Extra time does not count.

7. STATS TREBLES:

- a. Predict the correct range of total goals scored, total corners taken and total cards issued.
- b. Extra time does not count.

8. MATCH X GOALS:

a. Predict the team to win the match and the range containing the total number of match goals scored.

b. Extra time does not count.

9. 5 MINUTE MARKETS:

a. Each market refers to a specific "5 minute period" in the match. This is detailed in minutes and seconds and displayed as part of the market title. 00:59 seconds counts as the first minute, 01:59 counts as the second minute and so on. For example: "GOAL scored in the next 5 minutes? (06:00-10:59)".

b. Independent evidence supplied by our incident feed provider will be used to determine settlement of bets and the following will apply:

i. Goals - disallowed goals will not count.

ii. Penalty - will be settled on the time the penalty is awarded. The time the penalty is taken does NOT count.

iii. Corners - will be settled on the time a corner is awarded. The time a corner is taken will NOT count.

iv. Cards - both yellow and red cards count. Only cards shown to players on the field of play count.

c. If no active play takes place at all (e.g. injury delay, referee suspends play) during a specific "5 minute period" bets will be void.

d. If a specified "5 minute period" is not completed, all bets will be void unless a winning market has already been established prior to the stoppage in play.

e. If a specified "5 minute period" is disrupted by a period(s) of delay in play (injuries, substitutions etc) all bets will stand.

f. Win single bets only will be accepted.

g. Injury time does not count. For example, the "5 minute period" 45:00-49:59 refers to the start of the second half only and does not include first half injury time.

h. Match Action: 5 Minute Match Action points are calculated as follows: each goal scored 10 pts, each penalty 10 pts, each corner taken 3 pts, each yellow card 5pts, each red card 5 pts.

Maximum of 10 points per player for cards. Please note: the points awarded for cards differs for normal "Match Action".

GOALS MARKETS

1. CORRECT SCORES:

- a. Predict the score at the end of normal time on matches where we specifically advertise that correct score betting will be available.
- b. Extra time does not count.
- c. The odds for correct score betting on domestic league and cup matches may differ between countries and when compared to those odds available for Internationals and European Cup Competitions i.e. Champions League, Europa League etc.
- d. Correct score bets are not accepted on Australian matches or Scottish Junior matches.

2. SECOND HALF CORRECT SCORE:

- a. Predict the correct score in the second half.
- b. Any goals scored in the first half will not count.
- c. Extra time does not count.
- d. Injury time counts.

3. TOTAL GOAL MINUTES:

- a. For total goal minutes you have to predict the aggregate of the minutes of all goals scored in the match. Any goal scored in the period of added time at the end of the first half will count as 45 minutes and in added time at the end of the second half as 90 minutes.
- b. Extra time does not count.
- c. Settlement will be based on the times listed by PA, subject to section a.
- d. If a match is abandoned bets on total goal minutes are void.

4. TIME OF FIRST GOAL:

- a. This bet requires you to predict the time frame in which the first goal will be scored. Singles and upwards are available on selected matches and own goals count.

- b. If no goals are scored all bets on nominated time frames are lost.
- c. If a match is abandoned after the first goal is scored, all bets stand. If a match is abandoned before the first goal is scored, all bets placed on the first goal being scored in the period of time (21 - 30 minutes etc.) up to but not including the time of abandonment are lost, e.g. match abandoned after 26 minutes - losing bets are those placed on 1-10, 11-20 minutes.
- d. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by PA.

5. MATCH GOAL MINUTES / GOAL TIME:

- a. Predict that a goal will be scored in the nominated time frame e.g. 0-30 minutes. The first 30 minutes counts from the start up to and including the 30th minute The last 20 minutes counts after and including the 71st minute until the full time whistle. Any goal scored in the period of added time at the end of the first half will count as 45 minutes and in added time at the end of the second half as 90 minutes.
- b. Extra time does not count.
- c. Settlement will be based on the times listed by PA, subject to section a.
- d. If a match is abandoned and the nominated time frame is not completed bets are void, unless a winning market has already been established.

6. NEXT GOAL:

- a. This bet requires you to predict which team will score the next goal or that no further goals will be scored.
- b. Extra time does not count.

7. HOME TEAM TO SCORE IN BOTH HALVES:

- a. Predict that the home team will score at least one goal in each half of the match.
- b. Extra time does not count.
- c. Injury time counts.

8. AWAY TEAM TO SCORE IN BOTH HALVES:

- a. Predict that the away team will score at least one goal in each half of the match.

b. Extra time does not count.

c. Injury time counts.

9. WILL BOTH TEAMS SCORE:

a. Predict whether or not both teams will score in the match. The bet has two options YES or NO.

YES: both teams will score. NO: only one team scores or neither team scores. Subject to General Football Rule 3a., if a match is abandoned bets are void unless a winning market has already been established.

b. Extra time does not count.

10. TOTAL GOALS ODD/EVEN:

a. Predict whether the total goals in the match will be an odd or even number.

b. Extra time does not count.

c. Any match resulting in 0 - 0 will be settled as an even number of goals.

d. Own goals count.

11. TOTAL GOALS UNDER/OVER:

a. Predict whether there will be more or less goals scored in the match.

b. Extra time does not count.

c. Own goals count.

12. FIRST HALF TOTAL GOALS UNDER/OVER:

a. Predict whether there will be more or less goals in the first half.

b. The first half must be completed for bets to stand.

c. Own goals count.

d. Injury time counts.

13. HALF WITH MOST GOALS:

a. Predict the half with the most goals.

- b. Own goals count.
- c. Injury time counts.
- d. Both halves must be completed for bets to stand.

14. HOME TEAM UNDER/OVER GOALS:

- a. Predict whether the home team will score more or less goals.
- b. Own goals scored by the home team do not count but own goals scored by the away team do count.
- c. Extra time does not count.

15. AWAY TEAM UNDER/OVER GOALS:

- a. Predict whether the away team will score more or less goals.
- b. Own goals scored by the away team do not count but own goals scored by the home team do count.
- c. Extra time does not count.

16. TEAMS TO SCORE:

- a. Predict whether a team will score in the match.
- b. Extra time does not count.

17. HALF OF FIRST GOAL:

- a. Predict whether the first goal will be scored in the first or second half.
- b. Own goals count.
- c. Injury time counts.
- d. Stakes are lost if no goals are scored.

18. FIRST HALF TOTAL GOALS ODD/EVEN:

- a. Predict whether the total goals in the first half will be an odd or even number.
- b. The first half must be completed for bets to stand.

c. Own goals count.

d. Injury time counts.

e. If the half time score is 0 - 0 bets will be settled on an even number of goals..

19. SECOND HALF TOTAL GOALS ODD/EVEN:

a. Predict whether the total goals in the second half will be an odd or even number.

b. The second half must be completed for bets to stand.

c. Own goals count.

d. Injury time counts.

e. If no goals are scored in the second half bets will be settled on an even number of goals.

20. FIRST HALF CORRECT SCORE:

a. Predict the correct score at the end of the first half.

b. In the event of an abandoned match bets will stand provided the first half is completed.

c. Injury time counts.

21. LAST GOAL:

Predict the team that will score the last goal in normal time, including injury time.

22. RACE TO 2 GOALS:

Predict the first team in the match to score two goals in normal time, including injury time.

23. RACE TO 3 GOALS:

Predict the first team in the match to score three goals in normal time, including injury time.

24. HIGHEST SCORING HALF:

a. Predict the half that will contain the most goals.

b. Injury time counts.

25. HALF OF FIRST GOAL:

a. Predict the half in which the first goal will be scored.

b. Injury time counts.

26. HALF OF FIRST HOME TEAM GOAL:

a. Predict the half in which the home team scores their first goal.

b. Injury time counts

27. HALF OF FIRST AWAY TEAM GOAL:

a. Predict the half in which the away team scores their first goal.

b. Injury time counts.

28. TIMECAST:

a. Predict the team to score the first goal in the match within a specified time frame.

b. If the match is abandoned after the specific time period has elapsed, bets stand.

c. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by the Press Association.

29. TOTAL MATCH GOALS:

a. Predict the total number of goals scored in the match.

b. Extra time does not count.

c. Own goals count.

30. TOTAL FIRST HALF GOALS:

a. Predict the total number of goals in the first half.

b. Injury time counts.

c. Own goals count.

31. TOTAL SECOND HALF GOALS:

a. Predict the total number of goals in the second half.

b. Injury time counts.

c. Own goals count.

32. SECOND HALF FIRST GOAL:

a. Predict the team that will score the first goal in the second half.

b. Injury time counts.

33. TIME OF FIRST GOAL OVER/UNDER:

a. Predict the period of the match in which the first goal will be scored.

b. If a match is abandoned after the first goal is scored, all bets stand.

c. Settlement will be based on the time listed by PA. If a match is abandoned before the first goal is scored bets on time periods that have already finished will be treated as losing bets.

34. TIME OF FIRST HOME TEAM GOAL:

a. Predict the time frame in which the home team will score their first goal.

b. If a match is abandoned after the home team's first goal all bets stand.

c. If a match is abandoned before the home team's first goal is scored, all bets placed on the goal being scored in the period of time up to but not including the time of abandonment are lost.

d. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by PA.

35. TIME OF FIRST AWAY TEAM GOAL:

a. Predict the time frame in which the away team will score their first goal.

b. If a match is abandoned after the away team's first goal all bets stand.

c. If a match is abandoned before the away team's first goal is scored, all bets placed on the goal being scored in the period of time up to but not including the time of abandonment are lost.

d. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by PA.

36. TEAMS TO SCORE:

a. Predict whether both teams will score, one specific team will score or neither will score.

b. Extra time does not count.

37. TOTAL HOME TEAM GOALS:

a. Predict the total number of goals scored by the home team.

b. Extra time does not count.

38. TOTAL AWAY TEAM GOALS:

a. Predict the total number of goals scored by the away team.

b. Extra time does not count.

39. FIRST HALF HOME TEAM TOTAL GOALS:

a. Predict the total number of goals scored by the home team in the first half.

b. Injury time counts.

40. FIRST HALF AWAY TEAM GOALS:

a. Predict the total number of goals scored by the away team in the first half.

b. Injury time counts.

41. SECOND HALF HOME TEAM TOTAL GOALS:

a. Predict the total number of goals scored by the home team in the second half.

b. Injury time counts.

42. SECOND HALF AWAY TEAM TOTAL GOALS:

a. Predict the total number of goals scored by the away team in the second half.

b. Injury time counts.

43. TIME OF FIRST HOME TEAM GOAL OVER/UNDER:

a. Predict the period of the match in which the home team will score their first goal.

b. If a match is abandoned after the home team's first goal is scored, all bets stand.

- c. If a match is abandoned before the first goal scored by the home team, bets on time periods that have already finished will be treated as losing bets.
- d. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by PA.

44. TIME OF FIRST AWAY TEAM GOAL OVER/UNDER:

- a. Predict the period of the match in which the away team will score their first goal.
- b. If a match is abandoned after the away team's first goal is scored, all bets stand.
- c. If a match is abandoned before the first goal scored by the away team, bets on time periods that have already finished will be treated as losing bets.
- d. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by PA.

45. MATCH GOAL IN A SPECIFIED TIME PERIOD:

- a. Predict that a goal will be scored within a specified time period.
- b. Own goals count.
- c. If the match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no goal is scored in the specified time period.
- d. In the event of a dispute over the time of a goal, settlement will be based on the time listed by PA.
- e. Injury time counts.

46. HOME TEAM GOAL IN A SPECIFIED TIME PERIOD:

- a. Predict that a goal will be scored by the home team within a specified time period.
- b. If the match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no goal is scored in the specified time period.
- c. In the event of a dispute over the time of a goal, settlement will be based on the time listed by PA.

47. AWAY TEAM GOAL IN A SPECIFIED TIME PERIOD:

- a. Predict that a goal will be scored by the away team within a specified time period.
- b. If the match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no goal is scored in the specific time frame.
- c. In the event of a dispute over the time of a goal, settlement will be based on the time listed by PA
- d. Injury time counts.

48. TOTAL GOALS IN DAYS GAMES:

- a. Predict whether the aggregate number of goals scored in the listed games taking place on the day will be higher or lower than a specified number.
- b. If one or two matches are postponed a default figure of two goals will be used for each postponed match. If three or more matches are postponed bets will be void unless a winning market has already been established.
- c. Extra time does not count.
- d. Own goals count.

49. METHOD OF NEXT GOAL:

- a. Predict the method by which the next goal will be scored.
- b. If no goal is scored or a goal is scored by any other means bets are void.
- c. Settlement will be based on information supplied by PA.
- d. Extra time does not count.

CORNERS MARKETS

1. TOTAL MATCH CORNERS:

- a. Predict the range containing the total number of corners taken in the match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.
- d. Extra time does not count.

2. TOTAL MATCH CORNERS ODD/EVEN:

- a. Predict whether the total corners taken in the match will be an odd or even number.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.
- d. Extra time does not count.

3. TEAM WITH MOST CORNERS:

- a. Predict the team that takes the most corners in the match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.
- d. Extra time does not count

4. CORNERS HANDICAP:

- a. Predict the team that achieves the most corners taken in the match once the handicap spread has been added to the actual number of corners taken by each team.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.
- d. Extra time does not count

5. CORNERS DOUBLE RESULT:

- a. Bets predicting the corners double result must indicate the result at half time and full time.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.

6. TEAM WITH MOST FIRST HALF CORNERS:

- a. Predict the team that takes the most corners in the first half of the match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.
- d. Injury time counts.

7. TEAM WITH MOST SECOND HALF CORNERS:

- a. Predict the team that takes the most corners in the second half of the match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.
- d. Injury time counts.

8. HALF WITH MOST CORNERS:

- a. Predict the half where the most corners have been taken.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by PA.
- d. Injury time counts.
- e. Both halves must be completed for bets to stand.

9. FIRST CORNER:

- a. Predict the team that takes the first corner in the match.
- b. Extra time does not count.
- c. Settlement will be based on the corners listed by PA.

10. LAST CORNER:

- a. Predict the team that takes the last corner in the match.

b. Extra time does not count.

c. Settlement will be based on the corners listed by PA.

11. FIRST HALF CORNERS:

a. Predict the number of corners taken in the first half of the match.

b. Extra time does not count.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

12. SECOND HALF CORNERS:

a. Predict the number of corners taken in the second half of a match.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

13. MATCH CORNER IN A SPECIFIED TIME PERIOD:

a. Predict whether there will be a corner in a specified time period.

b. Corners awarded but not taken will not count for settling purposes.

c. Settlement will be based on the corners listed by PA

d. If a match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no corner is taken in a specified time period.

e. Injury time counts.

14. TOTAL HOME TEAM CORNERS:

a. Predict the number of corners taken by the home team.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Extra time does not count.

15. TOTAL AWAY TEAM CORNERS:

a. Predict the number of corners taken by the away team.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Extra time does not count.

16. FIRST HALF HOME TEAM CORNERS:

a. Predict the number of corners taken by the home team in the first half.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

17. FIRST HALF AWAY TEAM CORNERS:

a. Predict the number of corners taken by the away team in the first half.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

18. SECOND HALF HOME TEAM CORNERS:

a. Predict the number of corners taken by the home team in the second half.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

19. SECOND HALF AWAY TEAM CORNERS:

a. Predict the number of corners taken by the away team in the second half.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

20. HOME TEAM CORNERS IN A SPECIFIED TIME PERIOD:

a. Predict that a corner will be taken by the home team in a specified time period.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

e. If a match is abandoned after a specific time period has finished the bet will be treated as a losing bet if no corner is taken in the specified time period.

21. AWAY TEAM CORNERS IN A SPECIFIED TIME PERIOD:

a. Predict that a corner will be taken by the away team in a specified time period.

b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

c. Settlement will be based on the corners listed by PA.

d. Injury time counts.

e. If a match is abandoned after a specific time period has finished the bet will be treated as a losing bet if no corner is taken in the specified time period.

22. TOTAL CORNERS IN DAYS GAMES:

- a. Predict whether the aggregate number of corners taken in the listed games taking place on the day will be higher or lower than a specified number.
- b. If one or two matches are postponed a default figure of 11 corners will be used for each void match. If three or more matches are postponed bets will be void unless a winning market has already been established.
- c. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- d. Extra times does not count.
- e. Settlement will be based on the corners listed by PA.

BOOKINGS/CARDS MARKETS

1. TOTAL MATCH CARDS:

- a. Predict the total number of cards issued in the match.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Extra time does not count.
- d. A card issued to a player after he has been substituted or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

2. TOTAL BOOKINGS:

- a. Predict the range that includes the correct number of bookings points.
- b. Booking points are 10 for a yellow card and 25 for a red card. The maximum points per player is 35 (25+10) regardless of whether a player is shown two yellow cards then a red card.
- c. Extra time does not count.
- d. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued, after the referee has blown for full time, will not count for settling purposes.
- e. Injury time counts.

3. TIME OF FIRST CARD:

- a. Predict the time period in which the first card is issued.
- b. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.
- c. If a match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no card is issued in the specified time period
- d. In the event of a dispute over the time of the first card, settlement will be based on the time listed by PA.

4. FIRST CARD:

- a. Predict the team that will receive the first card.
- b. Extra time does not count.
- c. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

5. LAST CARD:

- a. Predict the team that will receive the last card.
- b. Extra time does not count.
- c. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

6. FIRST HALF CARDS:

- a. Predict the total numbers of cards issued in the first half.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Injury time counts.
- d. A red or yellow card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval will not count for settling purposes.

7. SECOND HALF CARDS:

- a. Predict the total numbers of cards issued in the second half.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Injury time counts.
- d. A red or yellow card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time will not count for settle purposes.
- e. Extra time does not count.

8. RED CARD IN THE MATCH:

- a. Predict whether or not a red card will be issued in the match.
- b. Extra time does not count.
- c. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

9. CARDS SHOWN IN A SPECIFIED TIME PERIOD:

- a. Predict whether a card will be issued during a specified time period.
- b. If a match is abandoned after the specified time period the bet will be treated as a losing bet if no card was shown in the specified time period.
- c. In the event of a dispute over the time of a card being issued, settlement will be based on the time listed by the Press Association.
- d. Injury time counts.

10. TOTAL HOME TEAM CARDS:

- a. Predict the number of cards issued to the home team.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Extra time does not count.

- d. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

11. TOTAL AWAY TEAM CARDS:

- a. Predict the number of cards issued to the away team.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Extra time does not count.
- d. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

12. HOME TEAM CARDS IN A SPECIFIED TIME PERIOD:

- a. Predict whether a card will be issued to the home team during a specified time period.
- b. If a match is abandoned after the specified time period the bet will be treated as a losing bet if no card is issued in the specified time period.
- c. In the event of a dispute over the time of a card being issued, settlement will be based on the time listed by OTPA.
- d. Injury time counts.

13. AWAY TEAM CARDS IN A SPECIFIED TIME PERIOD:

- a. Predict whether a card will be issued to the away team during a specified time period.
- b. If a match is abandoned after the specified time period the bet will be treated as a losing bet if no card is issued in the specified time period.
- c. In the event of a dispute over the time of a card being issued, settlement will be based on the time listed by PA.
- d. Injury time counts.

14. MOST BOOKINGS POINTS:

- a. Predict the team that will be issued with the most booking points.

b. Booking points are 10 for a yellow card and 25 for a red card. The maximum points per player is 35 (25+10) regardless of whether a player is shown two yellow cards then a red card.

c. Extra time does not count.

d. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

e. Injury time counts.

15. TOTAL MATCH CARDS ODDS/EVEN:

a. Predict whether the total number of cards issued will be odd or even.

b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.

c. Extra time does not count.

d. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time, interval or issued after the referee has blown for full time, will not count for settling purposes.

e. If no cards are issued bets will be settled on an even number of cards.

16. TOTAL BOOKINGS IN DAYS GAMES:

a. Predict whether the aggregate number of bookings points in the listed games taking place on the day will be higher or lower than a specified number.

b. Injury time counts but extra time does not count.

c. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval or issued after the referee has blown for full time, will not count for settling purposes.

d. Booking points are 10 for a yellow and 25 for a red card. The maximum points per player is 35 (25 + 10) regardless of whether a player is shown two yellow cards then a red card.

e. If one or two matches are postponed a default figure of 40 points will be used for each postponed match. If three or more matches are postponed bets will be void unless a winning market has already been established.

PENALTY SPECIALS

1. PENALTY AWARDED, SCORED OR MISSED:

Predict whether a penalty is awarded, scored or missed. Bets settled at normal time. Extra time and penalty shoot-outs will not count.

2. TO SCORE OR MISS IN A PENALTY SHOOT-OUT:

- a. Predict whether a player will score or miss in a penalty shoot-out.
- b. Only bets on players who take a penalty will be valid.
- c. Penalties scored in normal play will not count.

3. PENALTY SHOOT-OUT WINNER:

Predict the team that wins the penalty shoot-out.

4. OUTCOME OF NEXT PENALTY:

Predict whether the next penalty in a penalty shoot-out will be scored or missed.

5. SUDDEN DEATH IN A PENALTY SHOOT-OUT:

This bet requires you to predict that a penalty shoot-out will end in sudden death. This is when each side in a penalty shoot-out has taken 5 penalties and the scores remain level.

6. TOTAL PENALTIES CONVERTED:

- a. This bet requires you to predict the total number of penalties converted.
- b. The bet is only available when there is a penalty shoot-out.

SEASON / DIVISIONAL BETTING

1. DIVISIONAL BETTING:

- a. Predict the league winner at the end of the season. League winners will be determined by the official rules of the respective league. Therefore a play-off or any other process which is used to determine the league winner will count.
- b. In divisional betting, with the exception of league winners involved in a play off, the finishing positions of teams at the end of the scheduled programme of matches will determine placings. No allowance will be made for relegation/promotion play-offs or subsequent enquiries by the respective leagues.

c. Bets will stand on any team that does not complete all of its fixtures.

2. DIVISIONAL HANDICAP BETTING:

a. Predict the league winner once the handicap spread has been added to the actual points accumulated by each team at the end of the season.

b. Dead heat rules apply to teams that are level on points. Goal average/difference does not count.

3. TOP GOALSCORER IN THE DIVISION:

a. Predict the top goalscorer in the division.

b. Only league games in the regular season count. Play-offs do not count.

c. Goals scored in another division by players who move clubs will not count.

d. Stakes will be lost on players who do not play any matches in the division.

e. Dead heat rules apply.

4. SEASON MATCH BETS:

a. Predict which team will achieve the highest placing at the end of the season.

b. If both teams are level on points at the end of the season then whatever means used by the official governing body to determine the highest placing will be used for settling purposes.

5. SEASON GOALSCORER BETS:

a. Predict which player will score the most league goals in a season.

b. Both players must start at least one match in the division for bets to stand.

c. Goals scored in another division by players who move clubs will not count.

OTHER FOOTBALL MARKETS

1. DOUBLE CHANCE:

a. This bet requires you to choose two results out of three possible pairings.

b. There are three possible options: i) Home or Draw, ii) Away or Draw, iii) Home or Away.

c. Extra time does not count.

2. DOUBLE RESULT HALF-TIME/FULL-TIME BETTING:

- a. Predict the result at both half-time and full-time.
- b. Half time/full time betting is not available on Australian matches or Scottish Junior matches.

3. DRAW NO BET:

Predict the team to win the match and if the result at full time is a draw your stake will be refunded.

4. MAN OF THE MATCH:

- a. Predict which player will be nominated as man of the match.
- b. Unless specified otherwise, bets will be settled on the man of the match or top player determined by the official governing body. Singles only accepted.

5. TO WIN BOTH HALVES:

- a. Predict whether your selection can score more goals than their opponent in each half.
- b. The bet consists of two 45 minute 'mini-matches'.
- c. If a match is abandoned bets will be void.
- d. Injury time counts.

6. TO WIN THE REST OF THE MATCH:

- a. Predict the result of a 'mini match' based on the goals scored in the period between when the bet is placed and full time.
- b. Any goals scored prior to the bet being placed will not count.
- c. Subject to General Football Rule 3a., if the match is abandoned bets will be void.

7. 15 MINUTE BETTING:

- a. Predict the result at the end of 15 minutes play.
- b. If a match is abandoned after 15 minutes have elapsed bets stand.

8. 30 MINUTE BETTING:

- a. Predict the result at the end of 30 minutes play.

b. If a match is abandoned after 30 minutes have elapsed bets stand.

9. 60 MINUTE BETTING:

a. Predict the result at the end of 60 minutes play

b. If a match is abandoned after 60 minutes have elapsed bets stand.

10. 75 MINUTE BETTING:

a. Predict the result at the end of 75 minutes play

b. If a match is abandoned after 75 minutes have elapsed bets stand.

11. NEXT INCIDENT:

a. This bet requires you to predict the next offside, throw-in, goal kick etc.

b. Extra time and penalties will count.

12. TO WIN IN EXTRA TIME:

This bet is usually available after normal time has finished. You are required to select a team to win in extra time and a price will be offered for the draw. Stakes on teams to win in extra time will be lost if the match goes to a penalty shoot-out.

13. SECOND HALF BETTING:

a. Predict the result of a 45 minutes 'mini match' in the second half.

b. Any goals scored in the first half will not count.

c. Injury time counts.

14. COME FROM BEHIND AND DRAW:

a. Predict whether your selection can be losing at any stage of the match but draw at the end of normal time.

b. If a match is abandoned bets are void.

15. COME FROM BEHIND AND WIN OR DRAW:

a. Predict whether your selection can be losing at any stage of the match and either win or draw at the end of normal time.

b. If a match is abandoned bets are void.

16. HOW THE MATCH WILL BE DECIDED:

a. Predict how the match result will be determined. e.g. normal time, penalties, extra time etc.

b. Extra time and penalties will count.

17. TO LEAD AT HALF TIME AND NOT WIN:

a. Predict whether your selection can lead at half time but not win the match.

b. If a match is abandoned bets are void.

c. Injury time counts.

d. Extra time does not count.

18. COME FROM BEHIND AND WIN:

a. Predict whether your selection can be losing at any stage of the match but still win at the end of normal time.

b. If a match is abandoned bets are void.

19. MARGIN OF VICTORY:

a. Predict the margin of victory by a specified team

b. Extra time does not count.

20. FIRST HALF RESULT/SECONDDHALF RESULT:

a. Predict the result of two separate 45 minute 'mini-matches'.

b. If a match is abandoned bets are void.

c. Injury time counts.

21. TO WIN TO NIL:

a. Predict whether your selection can win the match without conceding a goal.

b. Extra time does not count.

22. TO WIN EITHER HALF:

a. Predict whether your selection can score more goals than their opponent in one of two halves.

b. If a match is abandoned bets are void.

c. Injury time counts.

23. FIRST HALF BETTING:

a. Predict the result at half-time.

b. In the event of a match being abandoned prior to half-time, bets will be settled in accordance with section 3 of our General Football Rules . Matches abandoned after half-time will not affect settlement of half-time coupon bets. The term '45 minutes play' denotes the period of play up to half-time, including injury time.

24. NAMED PLAYER TO BE BOOKED:

a. Predict whether a named player will be booked.

b. Injury time counts but extra time does not count.

c. Named player must start the match for the bet to stand.

d. A card issued to a named player, during the half time interval, after he has been substituted or after the referee has blown for full time will not count.

25. NAMED PLAYER TO BE SENT OFF:

a. Predict whether a named player will be sent off.

b. Injury time counts but extra time does not count.

c. Named player must start the match for the bet to stand.

d. A card issued to a named player, during the half time interval, after he has been substituted or after the referee has blown for full time will not count.

26. NAMED PLAYER TO SCORE FROM OUTSIDE THE BOX:

a. Predict whether a named player will score from outside the box.

- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Own goals do not count.
- e. Settlement will be based on information provided by PA.

27. NAMED PLAYER TO HIT THE WOODWORK:

- a. Predict whether a named player will hit the woodwork.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Only shots and headers aimed at the opponents goal count.
- e. Settlement will be based on information provided by PA.

28. NAMED PLAYER TO BE SUBSTITUTED:

- a. Predict whether a named player will be substituted.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.

29. NAMED PLAYER TO SCORE WITH A HEADER:

- a. Predict whether a named player will score with a header.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Own goals do not count.
- e. Settlement will be based on information provided by PA.

30. NAMED PLAYER TO WIN A PENALTY:

- a. Predict whether a named player will win a penalty.
- b. Injury time counts but extra time does not count.

- c. Named player must start the match for the bet to stand.
- d. In order to win a penalty the player will have to be fouled and settlement will be based on information provided by PA.

31. NAMED PLAYER TO SCORE IN BOTH HALVES:

- a. Predict whether a named player will score in both halves.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Own goals do not count.

32. NAMED PLAYER TO SCORE ONLY IN FIRST HALF:

- a. Predict whether a named player will score only in the first half.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand
- d. Stakes are lost if the player does not score in the match or scores in the second half.

33. NAMED PLAYER TO SCORE ONLY IN SECOND HALF:

- a. Predict whether a named player will score only in the second half.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand
- d. Stakes are lost if the player does not score in the match or scores in the first half.

34. CLEAN SHEET:

- a. This bet requires you to predict a team that will not concede any goals in the match.
- b. Injury time counts but not extra time or penalty shoot-outs.