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1. General Terms

This website (the “Website”) is operated by PELICAN ENTERTAINMENT B.V., a company incorporated under the laws of Curaçao with Company Number 134359, registered at 1, Dr. H. Fergusonweg, Willemstad, Curacao, and licensed by the Curaçao Gaming Control Board to offer games of chance under license number OGL/2024/561/0554 (the “Company”, “We”, “our”, “us”) in accordance with the National Ordinance on Offshore Games of Hazard (Landsverordening op de kansspelen, P.B. 2024, no. 157). The license was granted on 15/11/2024. Payments are processed by Edric Ltd. (registration number HE 446653, registered at Demosthenes Severis 23, office 10, 1080, Nicosia, Cyprus) and Faren Ltd. (registration number HE 446654, registered at Dimosthenes Severis, 23, office 10, 1080, Nicosia, Cyprus), act as payment agents on behalf of PELICAN ENTERTAINMENT B.V.
For the purposes of these Terms of Service, the user and, wherever the context requires “you”, “your” means the person who accesses the Website, its content and uses the gaming and other services (the “Services”) offered on or through the Website (the “Customer”, “you”, “your”).
The following Terms of Service pertaining to us stipulate the manner of accepting bets, paying winnings and resolving disputes, as well as the specific features of certain bets on certain sports. These Terms of Service shall govern any other relations between the Company and the Customer. These Terms of Service shall apply to betting on the Website and at the Company betting facilities.

- **“Bet”** is a risk-driven agreement for potential winnings entered into between the Customer and the Company under the established Terms of Service, where the fulfillment of such agreement is conditioned by an event whose outcome is yet to be determined. Bets are accepted on the conditions offered by the Company.
- **“Bonus”** is a promotional reward offered by the Company to Customers. Bonuses may include extra funds, free spins, or other incentives and are subject to specific terms such as deposit requirements, wagering conditions, and expiration periods accordance with these Terms of Service.
- **“Privacy Policy”** is policy on the collection, processing, use, and protection of personal data, as described in Section (Privacy & Management of Personal Data).
- **“Security Service”** or **“Security Team”** is the internal division of the Company responsible for monitoring and ensuring the integrity of financial transactions, including deposits and withdrawals.
- **“Support Service”** is the Company's official customer assistance channel, available for handling inquiries, complaints, account-related issues, refund requests, and other communications from the Customer. All communication with the Support Service shall be directed via email
- **“AML”** (Anti-Money Laundering) is a framework of laws, regulations, and procedures established to detect and prevent money laundering and related financial crimes.
- **“CTF”** (Counter-Terrorism Financing) is the process of identifying, preventing, and disrupting financial transactions intended to support terrorist activities.
- **“KYC”** (Know Your Customer) is procedures used to verify the Customer's identity and monitor their financial behavior as part of regulatory compliance.
- **“Outcome”** is the result of the event (events) on which the bet was placed.
- **“Bet Cancellation”** is an outcome on which the bet is not settled and winnings are not paid. As per the Terms of Service, in the event of “bet cancellation”, an arrangement between the Company and the customer shall be deemed unconcluded and the stake shall be refunded.
- **“Regular Time”** is the duration of the match subject to the regulations of the relevant sport, including time added by the referee. Regular time does not include extra time, overtime(s), penalty shootouts, etc.

1. In order to register for this Website, the Customer is required to accept the Terms of Service. In the event the Terms of Service are updated, existing users may choose to discontinue using the products and services before the said update shall become effective, which is a minimum of two weeks after it has been announced. In addition to the English language, copies may also be available in other languages. In the event of discrepancies between the English version and any translated version of these Terms of Service, the English version shall prevail. Translations are provided for convenience only.
2. By registering, you confirm that you are acting on your behalf and not on behalf of any third party. You declare that you are the ultimate beneficial owner of the account and funds used, and not acting as a proxy.
3. The following individuals are not allowed to place bets:
    - individuals who are under 18 years of age at the time of placing a bet, or such other minimum legal age as may be required by the applicable laws of the Customer's jurisdiction. In all cases, the minimum age shall not be lower than 18 years;
    - individuals who directly participate in the events being betted on (e.g. sportspeople, coaches, referees, club owners or club management, or other individuals who can influence the outcome of the event), as well as any individuals acting on their behalf or affiliating with them;
    - individuals representing other bookmakers;
    - individuals who have problems with gambling addiction;
    - individuals who are prohibited from entering into a contract with a bookmaker subject to the effective legislation.
4. The right to access and/or use the Website (including any or all of the products offered through the Website) may be considered illegal in certain countries (including, for example, the USA, the United Kingdom, Cyprus, the Netherlands, etc.). We do not intend for our Website to be used for sports betting, gambling or other purposes by people who reside in countries or jurisdictions in which such types of activity are illegal.
5. The list of explicitly forbidden territories is: Australia, Curacao, France, Netherlands, Spain, the U.S.A or the U.S.A dependencies, the United Kingdom, Aruba, Bonaire, Saba.
6. The fact that our Website is available in such a country and/or jurisdiction or that it can be displayed in the official language of any of those countries cannot be considered official authorization or legal grounds for using our Website and depositing funds into your account or withdrawing your winnings. The availability of the Website does not mean that it contains any proposals, incitement or invitation to use or subscribe to betting, gambling or any of the other services in any jurisdiction where such activity is illegal.
7. You are responsible for determining whether your accessing and/or use of the Website is compliant with applicable laws in your jurisdiction and you warrant to us that gambling is legal in the territory where you reside. When opening an account and/or using our Website you must make sure that your actions are legal in the territory in which you reside. You confirm that you understand and accept your responsibility to comply with applicable local laws and regulations and warrant that you have sought legal advice if necessary. If we become aware that you are a resident in a country where the use of our Website is considered illegal, we will have the right to close your account and refund any remaining balance on your account at the moment of its closure (after the deduction of any winnings credited after your most recent deposit was made).
8. The Company shall be entitled to refuse bets from customers who fail to abide by these Terms of Service. The Company reserves the right to refuse to accept a bet of any type from any customer should they violate social standards of conduct and public order.
9. The Company reserves the right to refuse to accept a bet from any individual without giving a reason.
   All bets shall be settled based on the data provided by the processing center.
10. Winnings shall be paid to the bettor within 30 (thirty) calendar days from the date of official

publication of the results of the latest event on the bet slip.

11. A bet placed by the Customer shall be deemed won if all outcomes specified in such bet have been predicted correctly.
12. Betting terms (odds, handicaps, totals, maximum stake limits, etc.) may be subject to variation after a bet has been made, but this does not affect the terms at the time the bet was placed. Before entering into an arrangement, the Customer shall check all changes in the current pre-match markets.
13. In the case of technical failures and unfinished streams, etc. bets on Esports Live will be refunded only if the event in question does not occur or bets on the event are not settled by the bookmaker.
14. If an employee makes an error while accepting a bet (obvious misprints on the list of events, inconsistency of odds between offered betting markets and the bet, etc), or a bet is accepted in violation of these Terms of Service, or if there are any other indications that the bet is wrong, the Company reserves the right to declare such bets void. Returns on such bets shall be paid at odds of 1.
15. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
16. In the event of suspicions in the unsportsmanlike format of matches the company reserves the right to block bets on sport event before final conclusion of an international organization and declare bets as invalid if the fact of an unsportsmanlike game is determined. Payment of these bets is made with odds "1". The administration is not obliged to present evidence and conclusions to the customers.
17. The Company is committed to ensuring fair play in sport and is fully aware that the manipulation of sporting events (as well as other events) is linked to committing criminal acts (organized match fixing, corruption etc.) including organized criminal activities, as well as transnational and cross-border organized crime. Consequently, the Company fully complies with the goals and main objectives of the “Council of Europe Convention on the Manipulation of Sports Competitions” (CETS No.215), as well as relevant legislative requirements.
    The Company is entitled to void bets if there is any suspicion or confirmation of foul play (match fixing), bets being placed using another Customer’s account, the use of a Customer’s account by a third party or any unusual betting activity (i.e. any differences in the type, size, volume and manner of bets placed).
    The term “foul play” refers to the favorite intentionally losing a match or match fixing as defined by the rules of a competition for financial, competitive or other reasons, as well as any other violation of the rules of the relevant sport.
18. Should these Terms of Service be amended, customers shall be notified accordingly. Bets accepted after the specified date shall be subject to the amended Terms of Conditions. Earlier bets shall remain unchanged.
19. No connection failure while receiving confirmation of a bet shall entail the cancellation of such bet.
20. Placing a bet acts as proof that the Customer agrees to and accepts these Terms of Service.
21. Bets shall be settled and winnings shall be determined based only on the results declared by the Company. Any complaints about the results, date, and actual starting time of the event shall be considered together with official documents from the relevant sports federations.
22. No complaint in connection with or arising from transliteration (or translation) of a team name, player’s surname, or sports venue will be considered by the Company. A tournament title is given for convenience only. No mistake in a tournament title shall result in a stake refund.
23. In no event shall the Company be held liable to the Customer for any indirect, collateral, or incidental losses or damages (including loss of profit), even though they may have been notified that such losses or damages are likely to occur.
24. The Company reserves the right to update these Terms of Service and add new provisions at

any time. Such new terms or amendments shall take effect immediately after publication on the Website.

25. The Company customers are informed about the odds of winning and of the potential consequences and risks of losing.
    Your withdrawals and deposits can be accessed through the “My Account” section.

2. Main rules for accepting bets

1. The bookmaker accepts bets based on the sportsbook – a list of events, along with their possible outcomes and odds of winning, offered by the betting company MelBet for the placement of bets.
2. The minimum stake for any event is 0,2€ (or the equivalent in a different currency).
3. The maximum stake is determined by the bookmaker for each event individually and depends on the sport and event.
4. The maximum winnings from one bet is 60 000€(or the equivalent in a different currency).
5. The bookmaker has the right to limit the maximum stake and the odds for individual events, and may also limit or increase the maximum stake and the odds for individual events for a specific customer without notice and without providing a reason.
6. The betting company may decide to limit repeated bets on the same outcome by one customer, including on combinations of outcomes which are effectively identical. In this case, the bookmaker has the right to refund the repeated bets (except the initial bet), provided the computer system has not blocked repeated bets from one customer.
7. A bet is considered to be accepted as soon as it has been confirmed by the company. All accepted bets appear in the “Bet History” menu. In some cases, there may be a delay before a bet appears in the “Bet History”. In case of potential disputes, a bet is considered valid from the moment it is registered in the company’s system. Even if a customer does not receive a message stating that their bet has been accepted, the bet is still considered to have been accepted if it appears in “Bet History”. Be aware that a notification about changes to the odds may not appear, significantly reducing the amount of time it takes to accept a bet. Claims regarding increased or decreased odds will not be accepted. The game organizer bears no responsibility for potential losses caused by changes to the odds.
8. A bet is considered won by the customer if all of the outcomes indicated in the bet were correctly predicted. This is not the case with system bets.
9. Bets are accepted until the start of the event; the date, start time of the event and comments on the Sportsbook are approximate. This is not the case with Live bets, which are bets placed during the match. This information and the corresponding markets are considered valid until the end of the match.
10. If, for any reason, a bettor tries to place a bet after the effective start of an event, the bet will not be registered and may not be placed. If, for any reason, the bet is placed, it may be canceled.
11. If a bet is considered invalid, the stake is refunded, and it is excluded from any accumulator or system bet it was part of.
12. In case of incorrectly calculated bets (e.g. due to erroneous results), these bets are recalculated.
13. Sporting events are considered postponed or canceled only based on information from official documents from the organizations running the sporting events, official sporting federation websites, and sports club websites; sports events shown in the sportsbook are corrected based on this information.
14. A bet may be canceled if the customer has deliberately deceived staff (employees of the bookmaker) by providing them with false information and demands regarding accepting bets, paying out winnings, event results, or any similar information or demands. This is also applicable to underage individuals: those who are under 18 years old and their parents.
15. A winning bet slip for a bet placed in a MelBet betting shop can be used to withdraw winnings for 30 days from the last sporting event on the bet slip being settled.
16. PRE-MATCH and LIVE bets may not be changed or deleted.
17. The betting company bears no responsibility for inaccuracies in the results of matches on which

live bets are accepted. Bettors must also use other, independent sources of information.

18. A bet may be canceled if it is placed on a known outcome (if the event has already happened, but the result has not been updated on the system).
19. Bets placed on regional championships are settled within 10 days (once the results have been published on the official websites of these championships). In the event that one team is absent from the match, all bets are settled with odds of 1.00 (refund). The team which did not take part forfeits the match.
20. The “Simultaneous Finish” rule is an outcome where more than one participant of the event, tournament, championship, etc. is declared the winner. If two winners are announced, the total stake is divided by 2 when the bet is settled. If three or more winners are announced, all bets on this option are settled with odds of 1:1. This rule does not apply to “To be higher” bets.
21. SP – Starting Price. These are the odds at the moment the race begins. They are officially calculated by averaging the odds offered by the organizers of the competition before the start of the race. If a race participant withdraws before the start or does not take part in the race (according to official report) and the new market SP has not been established, bets on the participant who withdrew are settled at odds of 1.00.

2.1. Bet Slip Sale

1. “Bet slip sale” service. A customer may sell a bet or part of it and immediately receive the funds in their account if they do not wish to wait for the bet to be settled. This service is available in “My Account” — “Bet History”, or in “Recent Bets”.
2. The player may choose to fully or partially sell their bet in the “Sell Bet Slip” dialog box. In this dialog box, they need to indicate how much of the cost of the bet slips to transfer to their account. The rest of this money remains on the bet slip and in play as though the player had initially staked this amount. The chosen amount is confirmed by pressing the “Sell” button.
3. The minimum and maximum sale amounts are determined on an individual basis for each bet slip. In some cases, only a full sale will be available. The number of partial sale operations available for each bet slip is only limited by the total stake.
4. Time spent making this decision affects the sale of the bet. If, after the form has been opened, the situation in the game changes, the sale may become more or less beneficial.
5. This service is available only for bet slips with single bets or accumulators.
6. Bet slip sale is forbidden if:
    - the bet slip has been settled;
    - one or several outcomes on the bet slip are blocked;
    - the bet slip contains outcomes for which selling is forbidden;
    - the bet slip has previously been sold;
    - the cost of the bet has changed, in which case the parameters for selling must be clarified; or
    - bet slip sale may also be forbidden in any other case at the company’s discretion.
7. The company bears no responsibility for the service being unavailable due to technical faults. The company reserves the right to stop offering this service at any time and for any events without providing a reason. A sale operation may be canceled if technical issues occur at any stage. In all these cases, bets are settled as normal, according to the outcome of the game.
8. The company does not guarantee that every bet placed on the website can be sold. Customers will only find out if a bet slip can be sold once the bet has been accepted.
9. The total payout proposed when selling a bet slip is not negotiable. The customer has the right to accept the conditions on offer or to refuse to sell their bet slip at the given price.

3. Types Of Bets

The betting company offers the following types of bets:

3.1. Single bet

A single bet is a bet on one individual outcome of an event. The winnings for a single bet are equal to the stake multiplied by the odds set for the chosen outcome.

Football. V.League 1. Division 2 Dong Nai II vs Lam Dong (05.06.2015 | 10:45). Handicap 1: -2, odds: 1.9, stake: 100 euro.
Winnings on this bet are 100 x 1.9 = 190 euro.

3.2. Accumulator bet

An accumulator is a bet on several unrelated outcomes of events. Winnings on accumulators are equal to the stake multiplied by the odds for all the outcomes in the accumulator. Losing one outcome in the accumulator means losing the whole accumulator.

3.3. System bet

A system bet is a bet on a full combination of accumulators of a set size with a number of events selected in advance.
The maximum number of options in a system bet is 184,756.
The maximum number of events in a system bet is 20.
Winnings on a system bet are equal to the total winnings on the accumulators in the system.

Table showing the number of options in a system bet:

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190
3		4	10	20	35	56	84	120	165	220	286	364	455	560	680	816	969	1140
4			5	15	35	70	126	210	330	495	715	1001	1365	1820	2380	3060	3876	4845
5				6	21	56	126	252	462	792	1287	2002	3003	4368	6188	8568	11628	15504
6					7	28	84	210	462	924	1716	3003	5005	8008	12376	18564	27132	38760
7						8	36	120	330	792	1716	3432	6435	11440	19448	31824	50388	77520
8							9	45	165	495	1287	3003	6435	12870	24310	43758	75582	125970
9								10	55	220	715	2002	5005	11440	24310	48620	92378	167960
10									11	66	286	1001	3003	8008	19448	43758	92378	184756
11										12	78	364	1365	4368	12376	31824	75582	167960
12											13	91	455	1820	6188	18564	50388	125970
13												14	105	560	2380	8568	27132	77520
14													15	120	680	3060	11628	38760
15														16	136	816	3876	15504
16															17	153	969	4845
17																18	171	1140
18																	19	190

To win a system bet, a certain number of events out of the whole system need to be correct. For example, in a “3 out of 4” system, 3 predictions out of 4 must be correct; in a “5 out of 8” system, at least 5 of the 8 options must be correct, and so on.

Only part of the total stake is placed on each option in the system bet (in proportion to the number of options), i.e. if 100 euro is wagered on a 5 out of 8 system (56 options), each option in the system wins 100:56=1.78 euro. Therefore, the winnings from a system could be less than the stake. It is important to remember that the total winnings from this selection in the system bet will be smaller than the total winnings from the same accumulator if placed separately.

3.4. ADVANCEBET

1. Advancebets are offered to the Customer based on the potential returns from unsettled bets.
2. MelBet reserves the right to offer or refuse such bets in its absolute discretion without stating a reason.
3. The available Advancebet amount can be viewed on your bet slip. Click on the "Find out" button opposite "Available Advancebet" and you will see the amount available.
4. Advancebets can be placed either on live sports events or on sports events that are due to start within 48 hours.
5. When calculating the available Advancebet amount, only bets on events due to start within 48 hours are taken into account.
6. All bets placed prior to Advancebets and settled within 48 hours after placement of Advancebets will be used to repay Advancebets.
7. An Advancebet may be offered even if you already have unsettled Advancebets.
8. If the payout on settled bets placed prior to placement of Advancebets does not suffice to repay an Advancebet, such Advancebets will be deemed void.
9. Deposits made after using Advancebets cannot be used to repay such Advancebets.

Example Your account balance is €260. You have made the following bets:
€100 at odds of 1.5 — potential returns are €150.
€150 at odds of 2 — potential returns are €300.
Now your available balance is €10.
MelBet offers you an Advancebet of €100. Now you are able to place bets to a total stake value of €110.
You then place a bet of €30 (€10 off your available balance and €20 of the Advancebet amount) at odds of 1.5. Potential returns are €45. You also place a bet of €50 (from your Advancebet balance) at odds of 2.
Potential returns are €100.

Let's consider the potential outcomes

1. Bets made using Advancebets have won. Expected payouts are €45 and €100. Bets made with your own funds have lost. Bets made with Advancebets will therefore be deemed void. Your own €10 that formed part of your Advancebet stake will be refunded to your account.
2. Bets made with Advancebets have lost. Bets made with your own funds have won. The payout is (150+300) = €450. €50 and €20 were used as Advancebets (plus €10 of your own funds). The amount of the Advancebets will be deducted from the payout (150+300)-50- 20 = €380. Therefore, €380 will be credited to your account.

3. Bets made using Advancebets have lost. Bets made with your own funds have lost. In this case, bets made as Advancebets will be nullified. Your own €10 that formed part of your Advancebet stake will be lost.

4. Restrictions on some event outcomes

1. Only one related outcome can be included in an accumulator or system bet. Related outcomes are two or more different bets which become linked by unexpected circumstances surrounding their outcomes and/or events. Bets with related outcomes will not necessarily contain the same result or relate to the same event.
   Because the interdependence of outcomes is not always as clear as in the examples provided below, the bookmaker reserves the right to decide which particular outcomes are related.
2. If an accumulator or system bet containing two or more outcomes which are related to one another is accepted in error, the bookmaker reserves the right to declare the whole bet, or part of it, invalid. In this case, the winning odds for the related outcomes, except the one with the highest odds, are considered to be 1.00.
   - **Example 1:** If the score in the match is 1:1, it is a draw. When the match ends with this score there will be at least one draw in the current round, meaning that the event “match score 1:1 - yes” and the event “draws in the round (>) more than 0.5”, like other logically (reasonably, accurately, and justifiably) similar event outcomes, are related outcomes.
   - **Example 2:** In the event of J.P. Montoya winning a Formula 1 race, he cannot be lower than any other participant and, as such, he will be higher than D. Coulthard. This means that the event “J. P. Montoya to win - yes” and “J. P. Montoya above D. Coulthard” and/or “D. Coulthard to win - no” and/or “Team McLaren (D.Coulthard and K. Raikkonen) to win - no”, like other logically (reasonably, accurately, and justifiably) similar event outcomes, are related outcomes.
   - **Example 3:** If Chelsea wins the last match of the group stage (Chelsea vs Werder Bremen) and the teams in Group A (Chelsea, Barcelona, Werder Bremen, Levski) take the following places: 1st place – Chelsea (13 points), 2nd place – Barcelona (11 points), 3rd place – Werder Bremen (10 points), 4th place – Levski (0 points), then the outcome of the event "Chelsea-Werder 1X (Chelsea not to lose)" and the outcome "Group A. Bremen to qualify for the next round – No" and/or "Group A. Chelsea to take 1st or 2nd place – Yes", like other logically similar (reasonably, accurately, and justifiably) similar event outcomes, are related outcomes.
3. Only one of the related outcomes may be included in an accumulator. If two or more related outcomes are included in one accumulator (or system) bet, the events with the lowest odds are excluded from this accumulator (or system). Related outcomes (interdependent events) are when the result of one part of a bet affects the result of another part.
4. Bets on the events “Team to score a penalty Yes/No” will be considered to have lost if no penalties have been awarded by the end of regular game time.
5. Bets on the events “Goal type” and “Next goal” are considered to have lost if the goal number indicated on the bet slip is not scored.

5. Accounts, Payouts & Bonuses

5.1. Accounts

1. Each registered customer is allowed to have only one account. Customers are allowed to register only one account per family: address, e-mail address, IP address, credit/debit card, e-wallet or electronic payment method. Persons otherwise associated with a customer will not be allowed to register on the Website.
2. No registered customer is allowed to be re-registered as a new customer (under a new name, with a new email address, etc.)
3. In the event of
    - duplicate registration (including registering under a new name), the submission of someone else's, invalid, or forged documents (including those that have been edited by using any kind of software or graphic editor);
    - multiple breaches of the Terms of Service;
    - doubts about the identity of the customer or the information they have provided (i.e. address, credit/debit card details, other data);
    - any types of fraud committed either by you or by another person acting in your interests or in collusion with you, including but not limited to:
        - refund or rake fraud
        - your use of a stolen or unverified bank card as a source of funds
        - any actions you have carried out or attempted to carry out which may reasonably be considered illegal in any applicable jurisdiction, which were committed deliberately or with the intention to deceive and/or circumvent constraints set in law regardless of whether this action or attempt ultimately causes loss or damage to your account
    - when the Customer placed the bet, they had information about the result of that event
    - the Customer was able to influence the outcome of an event due to their direct participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of the participants
    - bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker, as well as colluding with others in order to obtain an unfair advantage through bonus schemes or any other promotions offered by us
    - the bettor is suspected of using special software or hardware which facilitate automated betting, including but not limited to the use of glitches, faults or errors in our software in connection with the Services we offer (including betting); your use of rogue equipment and programs or analytical systems, including but not limited to software that allows you to place bets without human intervention (for example, bots), etc.
    - unfair means of any kind used to obtain information or to circumvent restrictions imposed by the Company are strictly prohibited. The Company reserves the right, at its sole discretion, to request from the Customer any documents or information deemed necessary to verify the Customer’s identity or to confirm the accuracy of the data previously provided by the Customer, including, without limitation, identification documents and proof of personal details. The Company may suspend or cancel any payments or transactions until such verification has been successfully completed.
      As part of the identity verification process, the Company reserves the right to conduct a video conference with the Customer and/or to request the submission of video materials demonstrating the Customer’s identity and the relevant documents. Verification of the submitted documents and materials may take up to seventy-two (72) hours from the

moment of receipt. The outcome of the video conference shall be communicated to the Customer within five (5) Business Days following its completion. Verification of the submitted video materials may take up to fourteen (14) Business Days.
In the event that the Customer fails to participate in the scheduled video conference within thirty (30) calendar days, the Company shall be entitled to block the Customer's account and to settle the Customer's betting activity with a coefficient of 1.0.

4. If it is established that the information or documents provided by the Customer are inaccurate, incomplete, misleading, or unreliable, the Company reserves the right to take any reasonable measures at its discretion, including, without limitation, cancellation of all bets, suspension of monetary settlements for the duration of the investigation, and continuation of the account verification process until a complete and reliable verification is achieved.
5. Upon completion of the investigation, the company can make any decision that it deems to be fair and reasonable:
    - to block (close) the account (including any duplicate accounts), which may entail:
        - all bonuses, free bets and winnings received from those bonuses and free bets when using this duplicate account becoming void and lost to you;
        - at our sole discretion, to cancel all winnings and refund the balance of your account at the start of the investigation (minus any canceled winnings) made from your main and duplicate accounts. We also have the right to refund any amounts that are owed to us in connection with this duplicate account, directly from any of your accounts (including any other duplicate account).
    - At our sole discretion (in exceptional cases), to allow the continued use of the main account and recognize it as valid, while all bets placed by you from the duplicate account will be void, the duplicate account(s) will be blocked and/or canceled by decision of the company (the decision is made for each particular case individually, according to the extent of the violation).
6. The Customer shall be responsible for keeping their password and account number received at registration confidential. All bets registered with the bookmaker shall be valid. Bet cancellation shall be subject to the Terms of Service. Should the Customer's login details come into the possession of a third party, the bookmaker should be informed, the Customer should change their username and password and their email password to stronger ones. You must not disclose any cash withdrawal codes or codes for changing your phone number to any third party.
7. The account holder confirms that any activities on the account are performed by themselves. If the account is managed by a third party, the account holder shall take exclusive responsibility for access to the account.
8. If an account is inactive for 3 months, the Company reserves the right to block it. To unblock an account, please contact our Security Team at security@melbet.com.
9. If the Customer account is blocked for any reason, access to all websites associated with the Company will be restricted. This means that the Customer will not be able to login or access any of the services or features provided by these websites until their account is unblocked.
These Terms of Service are in place to ensure the security and integrity of the websites associated with the Company and to protect the interests of the Company and their users. It is important for Customers to comply with the Terms of Service of use for these websites to avoid having their account blocked.
10. If an account is blocked due to security reasons, regulatory concerns, failure to pass verification, or suspected breach of the Terms of Service, the Customer may contact the Security Team to initiate the account reactivation or withdrawal process.

5.2. Deposits and Payouts

1. There are various ways of depositing and withdrawing funds from the Customer's account. All deposit and withdrawal methods can be found in the “Payments” section.
2. All withdrawal requests are processed 24/7.
3. The Company Security Service is entitled to:
    - decline cash withdrawal requests if deposits were made through e-payment systems;
    - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Customer must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1; placing a high volume of bets that have a minimal impact on your balance shall not be taken into account, i.e. bets placed on opposite outcomes in games such as Roulette, Baccarat, Craps and Dice). Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit;
    - refuse any withdrawal if the betting account is misused. In this case your account must be verified before withdrawal can take place.
4. The Company Security Service does not recommend Customers:
    - transfer funds from one payment system to another;
    - deposit and withdraw funds without placing bets;
      In the foregoing events, funds will be returned to your account.
5. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use multiple deposit methods, withdrawals must be made proportionately to those deposits.
6. The Company does not accept cash deposits or cheques under any circumstances. All financial transactions must be carried out through approved electronic payment methods or bank transfers. The Company reserves the right, at its sole discretion, to refuse withdrawals via certain payment channels and require a bank transfer as an alternative, as well as to restrict or suspend the use of specific deposit or withdrawal methods by the Customer without prior notice. All payment instruments must be registered in the Customer’s name and may be subject to additional verification.
7. ATTENTION! Our administration does not recommend making deposits and withdrawing funds using someone else’s electronic wallet.
    - Our Security Team reserves the right to deem such deposits to be fraudulent and block users’ transactions without prior notification.
    - Our administration is entitled to deny withdrawals of funds using payment details which do not belong to the account holder.
8. In certain circumstances and in respect to certain customers the Company may decide not to reimburse service charges imposed by payment systems on deposits or withdrawals, which Company usually reimburses.
9. The exchange rate shown for different payment transactions may not be the same as the current exchange rate displayed on our Website. When transactions (deposits and withdrawals) are being processed, currencies are converted at the exchange rate established on the Company's Website at that moment.
   This rate is not fixed, and may change several times a day, or conversely may not change for a long time, and the date and time the actual debiting takes place depends on the selected exchange rate on the Website at that moment. You can view the final amount debited and the exact exchange rate in the deposit/withdrawal request.
   Please note that the company does not bear any responsibility to bettors for any indirect, incidental or accidental losses in connection with the exchange rate and currency conversion.
10. In certain cases, the company has the right to unilaterally initiate the verification procedure of a customer’s payments and request additional information from the payment system.
    The Customer’s account may be blocked for financial procedure purposes during the verification process.

According to the terms of some payment systems, the verification procedure can last up to a maximum of 180 days.

11. If the Customer doesn't comply with the Company's rules (for example by breaching the Terms of Service, not placing a bet before requesting a withdrawal, etc.), the Company reserves the right to refuse to allow that Customer to make a withdrawal.
12. **Withdrawal Policy.** The processing of the request may require a maximum of seven (7) business days, contingent upon the selected payment method.
    Requirements for Document Submission in Fund Withdrawals. While processing withdrawal requests, the Company reserves the right to ask the Customer for specific documentary evidence to meet regulatory obligations and prevent fraudulent activities. The Customer such a request, the Company must provide the following documents, among others:
    - An officially issued identification document with a photograph (e.g., passport or driver's license).
    - Documentation validating the payment methods used.
    - Any other relevant documents required during service provision.
    - These documents should be submitted by the Company within one (1) month from the date of the Company's request. Failure to do so within this timeframe may lead to the suspension of the withdrawal process and potential forfeiture of the funds.
    - For assistance with any inquiries or issues during the withdrawal process, Customers are encouraged to reach out to our customer support team.
13. Service charge is imposed if monies are deposited into or withdrawn from the Company's account in BTC currency using cryptocurrency or blockchain-based payment system.

5.3. Bonuses

1. This section covers the Bonus programs offered by the betting company.
2. The Bonus is only available to registered customers.
3. All of the personal data fields in the Customer’s account must be filled in.
4. The “Take part in Bonus offers” box in My Account must be ticked.
5. The company reserves the right to review customers' transaction records and logs for any reason. If, upon such review, it appears that a customer or customers are participating in strategies that the company, at its sole discretion, deems to be abusive, the company reserves the right to revoke the entitlement of such customers to the promotion and void the Bonus.
6. Only one Bonus is allowed per customer, family, address, shared computer, shared IP address, and any identical account details including email address, bank account details, credit card information and payment system account. Any abuse of the Bonus offer will lead to the closure of the account in question.
7. The Customer must provide identification documents, if necessary, to confirm their identity (KYC). Failure to produce these documents when requested by the Security Team will result in the forfeiture of any bonuses/winnings. The Company reserves the right to request, at any time, that the Customer provide photographic evidence of themselves holding their ID (the Customer’s face must be clearly visible in the photo) or complete identity verification via telephone.
8. If the company discovers evidence of a Bonus offer being abused, it reserves the right to take the following measures against the offending customer: cancel all current Bonuses and bonus winnings, and block the Customer's account.

REGISTRATION BONUS

- Make a deposit.

- The first deposit Bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a Bonus has expired, it is considered lost.
- See full terms and conditions of the “First Deposit” Bonus

DEPOSIT BONUSES

- Only active customers who make daily transactions using their account are eligible for this offer.
- Make a deposit.
- The Bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a Bonus has expired, it is considered lost.
- See full terms and conditions of the relevant Bonus.

GIFTS

- A gift is a particular type of Bonus that requires a deposit to be made (unless specified otherwise in the rules). Gifts include free spins with or without wagering requirements, as well as promo codes for free spins and Bonus funds with or without real-money wagering requirements.
- Gifts may be covered by particular terms and conditions, so before activating them we strongly recommend that you carefully familiarize yourself with these rules (bonus amount, wagering requirements, etc.) in the relevant section of your account for more detailed information and to avoid any misunderstandings.
- A gift may be awarded in one of two ways: either made immediately available in the appropriate section of the Customer’s account (Bonuses and gifts) or sent to them as a promo code (through a partner site, in a personal message, etc.) which must be entered in the appropriate field in the Bonuses and gifts section.
- Using the gift itself does not require the Customer to make a deposit. However, a number of conditions must often be met in order to use any funds won using a gift.
- Only one gift may be active at a time. Any others must be inactive, suspended or canceled.
- Promo codes and gifts credited as promo codes can only be activated on the Customer’s main wallet. Using promo codes on other currency wallets will result in the cancellation of the offer and the loss of any wagering progress.
- The gift and any winnings earned with it will be lost after the expiration date. The expiration date is displayed in the Bonuses and gifts section of the Customer’s account.
- When a gift is active, customers can still place bets using funds from their main account. Doing so will not cause an active gift offer to expire.
- Funds from gifts whose wagering requirements have been met will be credited to the Customer’s account balance within 24 (twenty-four) hours of the moment the wagering requirement is met, unless otherwise specified.

PROMOTINAL CODES

- From time to time, the Company may issue promotional codes (“Promo Codes”) that grant access to special offers or additional rewards. The use of any Promo Code must comply strictly with the terms and instructions accompanying the code, and each Promo Code may be limited to a single use per Customer unless explicitly stated otherwise.

TOURNAMENTS

- To participate in tournaments, you must register by pressing the “Take part” button on the offer page.

- All prizes are credited to the tournament winners within 72 hours of the end of the relevant tournament.
- In the event that a prize winning place is occupied by two customers, the winner will be the first customer to have satisfied the conditions of the tournament.
- When calculating the results, only bets placed with real funds will be counted.
  All currently active Bonus offers, including but not limited to deposit bonuses, welcome bonuses, reload offers, promotional codes, gift-based promotions, and other temporary or recurring incentives (collectively, “Promotions”), along with their applicable rules, restrictions, and eligibility criteria, are published and regularly updated on the Web-site.
  Such Promotions may vary in availability, duration, and conditions, and may be subject to specific opt-in requirements (e.g., entering a promo code or accepting a personal offer in the account interface), geographic or jurisdictional restrictions, payment method limitations, or usage caps.
  Customers are solely responsible for regularly reviewing the Bonus Program page to ensure they are fully informed of the current terms, requirements, and availability of all Promotions. The Company disclaims any liability for losses arising from the Customer’s failure to consult the most recent and applicable terms. Participation in any Promotion shall be deemed acceptance of the latest version of its terms and conditions.
  The company reserves the right to alter the terms of a Bonus offer, or to suspend or terminate it at any time.

5.4. CRYPTOCURRENCY TRANSACTIONS POLICY

Accepted Currencies and Wallets

1. Only cryptocurrencies and blockchain networks explicitly listed on the Company’s payment page are accepted. Transactions from unsupported wallets or tokens may be rejected or lost, and the Company bears no responsibility for such cases.

Deposit and Withdrawal Rules

2. All crypto deposits must be confirmed by the relevant blockchain with a sufficient number of confirmations before being credited to the Customer’s account.

3. Cryptocurrency withdrawals are processed only to verified wallets. The Company may require identity verification and proof of wallet ownership prior to withdrawal.

4. The Company reserves the right to convert cryptocurrency holdings into fiat currency or stablecoins for operational or regulatory reasons, with prior notice to the Customer where feasible.

Risk Disclosure and Compliance

5. You acknowledge the high volatility and irreversibility of cryptocurrency transactions. The Company is not liable for losses resulting from market fluctuations.

6. To ensure compliance with applicable regulations, all cryptocurrency transactions are subject to standard Anti-Money Laundering (AML) screening. In certain cases, transactions that appear unusual or exceed predefined thresholds may require additional verification and may take longer to process as part of routine compliance procedures.

6. Procedure for resolving disputes

1. If the outcome of a concluded event is later changed or voided for any reason (disqualification of a team or player, improper arbitration, etc.), bets are settled based on the initial (actual) result.
2. The bookmaker bears no responsibility for discrepancies between the indicated date and time and the actual start of an event. The start dates and times of events indicated in the Sportsbook are approximate. When settling bets, the actual start time of the event is accepted, or it is determined based on official documents from the organization running the competition (official websites of sporting clubs and federations, and other sources).
3. Claims regarding the result of an event are accepted within 10 calendar days of the moment the event ends according to official documents about the result from the organization running the event.
4. Bets placed after the actual end of an event (except Live bets) are settled at the bookmaker's discretion at odds of 1.00.
5. **PRE-MATCH bets**. If, for any reason, a match or competition is postponed by more than 48 hours (this time is approximate; the company has the right to keep bets valid to avoid disputes which could arise if a match is postponed by more than 48 hours from the planned official start time), all bets are canceled.
6. An event is deemed to have been postponed if the planned official start time of the event is changed.
7. **LIVE bets**. If, for any reason, a match or competition is interrupted or restarted within 5 hours of starting, all bets remain valid. If the interrupted match or competition is not restarted within 5 hours of starting, bets are settled at odds of 1.00, except when the result of the bets has already been established. This rule does not apply to events which, according to the rules of the competition, may last longer than 5 hours ("Terms and Conditions by sport").
8. If a match is not completed and is considered void ("Terms and Conditions by sport"), bets on all outcomes which have been objectively established by the time it is stopped (e.g. the outcome of the first half, the first goal scored and when etc.) are settled as normal. All other bets are settled at odds of 1.00.
9. If a participant withdraws before the start of an event, all bets on this participant are canceled.
10. If, for any reason (injury, refusal, etc.) a participant withdraws during a competition, all bets placed before the start of the final round or stage of the competition in which they were a participant are considered valid. All other bets are canceled.
11. Bets on tennis matches where one player withdraws are settled according to the Terms and Conditions stipulated.
12. If a participant or team member (football, hockey, basketball, etc.) does not participate in a match, bets on them are settled at odds of 1.00, unless agreed otherwise.
13. If a player withdraws (is disqualified) from a tennis game before the start of the match, bets are settled at odds of 1.00, except bets on this player's results in the competition. If a tennis match is interrupted, postponed, or not completed on the same day, bets placed on it remain valid until the end of the tournament which the match is part of, unless the match is completed or a player withdraws.
14. If a pair of participants (teams, athletes) is indicated for an event (match, competition, or fight), and the participants making up the pair are subsequently changed, all bets on this event are canceled.
15. In team competitions, if one or several participants from any team are replaced for any reason, bets on the outcome of the match remain valid.
16. In doubles matches, if at least one member of a pair is replaced, bets are settled at odds of 1.00; if the individuals in the pair were not previously indicated, bets remain valid.

17. In competitions which include the concepts of “home” and “away” teams, if a match (event) is moved to a neutral venue (shown in the Sportsbook as “NV”), bets remain valid. If a match is moved to the opponent’s venue, bets remain valid. If an international match is moved to a different country, bets on this event and related events (e.g. “To Qualify”) are settled at odds of 1.00.
18. If more than one participant or team is declared the winner of a competition, the odds for bets on these participants are divided by the number of winners. For example, if two participants are declared the winners, the odds for bets on them are divided by two.
19. If a participant or team member (football, hockey, basketball, etc.) does not participate in a match, bets on them are settled at odds of 1.00, unless agreed otherwise.
20. In disputed situations without precedent, the final decision is made by the bookmaker. Settled bets may be recalculated if erroneous results are provided by the bookmaker.
21. In the event that information differs between various sources of information (dates, times, results, team names), the bookmaker withholds payouts of winnings until it can establish which information is accurate. If the result of a completed event displayed on an official website differs from the information broadcast via television, the company reserves the right to settle bets based on the information provided via the television broadcast. The final decision is made by the bookmaker.
    In the event that official and independent sources provide different information regarding statistical data, the company has the right to settle bets based on statistical data from an independent source (https://whoscored.com) or from a video feed.
22. In the event that official and independent sources provide different information regarding statistical data, the company has the right to settle bets based on statistical data from an independent source or from a video feed.
23. Terms and Conditions by sport take precedence over the general Terms and Conditions.

7. Markets (outcomes)

1. “Team 1 To Win” is shown in the Sportsbook as “W1”.
2. “Draw” is shown in the Sportsbook as “X”.
3. “Team 2 to win” is shown in the Sportsbook as “W2”.
4. Team 1 to win or draw” is shown in the Sportsbook as “1X” and means a win by Team 1 or a draw.
5. “Team 1 Or Team 2 To Win” is shown in the Sportsbook as “W1W2” and means a win by one team, i.e. not a draw.
6. “Team 2 To Win Or Draw” is shown in the Sportsbook as “X2” and means a win by Team 2 or a draw.
7. **Win in match** – One team has scored more goals (points, sets etc.) at the end of the match, including extra time (overtime) and post-match penalties if any are played.
8. **"To Qualify For The Next Stage"** – the bettor must predict which team will qualify for the next stage according to the final results, which include the results of return matches, extra time (overtime), and penalty shootouts, if any are played.
9. **Handicap** - An advantage or disadvantage assigned to one team (player, racer, etc.) in terms of goals, points, sets, seconds, etc. by the betting company for a specific bet.
   The outcome of an event with a handicap is determined by adding the handicap to the actual result. If this outcome favors the chosen team (player, racer, etc.), the bet is settled as a win. If the opposite is true, the bet is settled as a loss. If the result with the handicap is a draw, bets on this outcome are settled at odds of 1.00.
10. **Handicap bet** - Betting with a handicap (three outcomes offered: W1, draw (X), W2).
    Example: a match ends with a score of 2:1.
    The bet “Handicap [0 : 1] W2” is settled as a loss because with the handicap, the score becomes 2:2.
    The bet “Handicap [0 : 1] X” is settled as a win because with the handicap, the score becomes 2:2.
    The bet “Handicap [1 : 0] W1” is settled as a win because with the handicap, the score becomes 3:1.
11. **Total bet** - A bet on the combined total number of goals, points, games, etc. scored, won, etc. by all the teams (players, etc.) involved in a match. To win, the bettor must predict how many more or fewer points will be scored than the total shown in the Sportsbook. The result is determined based on the game time for each individual sport as established by these Terms and Conditions unless otherwise specified in the Sportsbook.
    Over/Under Total - If the final result matches the total specified, “Under” and “Over” bets are settled at odds of 1.00.
    “Individual total” takes into account the number of goals, points, games, etc. scored, won, etc. by one team (player, etc.). When determining an individual total, only goals scored in the opponent’s goal are counted.
12. **Three-way total** bets marked as (3Way): “Under”, “Exactly” and “Over” are calculated precisely. For example:
    “Total Under 123 (3Way)” — total strictly under 123
    “Total Exactly 123 (3Way)” — total equal to 123
    “Total Over 123 (3Way)” — total strictly over 123
    If the final score is 123 points, only the “Total Exactly 123 (3Way)” market wins, while under and over bets with the (3Way) symbol are settled as losses, as would be the case with a regular total bet. Bets on individual three-way totals are calculated in the same way.
13. **Total Interval** - The total score between a pair of given parameters. For example, “Total Interval 0 To 1” - if the score is 0:0, 1:0, or 0:1, where the “Total” is equal to 0 or 1, this bet

wins. In all other cases it loses.

14. **Exact score** - The bettor must predict the exact score in the match at the end of regular time (without counting overtime, penalties, etc.)
15. **Half-time/Full-time** - Shown in the Sportsbook with “W” designating a win and “X” designating draw. The outcome of the first half (period) appears first and the outcome of the whole match appears second. For example, “W1W2” means that Team 1 wins the first half (W1) and Team 2 wins the match (W2).
    For sports with four quarters (basketball, water polo, etc.), “Half-time/Full-time” bets cover the first half of each match (two quarters) and the final outcome of the match (regular time).
16. **Result + total goals** - A bet on a win by one team and the total number of goals scored in the match.
17. **Goal () Will Be Scored Up To 78:00 Minute** – Yes - The bettor must predict that one team will score by the 78th minute (inclusive). If no goals are scored, bets on this market are considered to have lost.
18. **First Goal From () To () Minute** - The bettor must predict that the first goal of the match will be scored within the given timeframe. If no goals are scored, bets on this market are considered to have lost.
19. **Last Goal From () To () Minute** - The bettor must predict that the last goal of the match will be scored within the given timeframe.
20. **No Last Goal** - A bet on this market wins if the game ends with a score of (0:0).
21. **Highest Scoring Half (Period, Quarter, Set, Game, Innings)** - The bettor must predict which half, period, quarter, etc. of the match will have the highest score or which will have the same score.
22. **Highest Scoring Quarter (Period)** - In the event that it is impossible to objectively establish which quarter had the highest score (two or more quarters ended with the same score), bets on the quarters in question are settled at odds of 1.00. Bets on the remaining quarters are settled as a loss (when calculating a four-quarter total, points scored during overtime do not count).
23. **Highest Scoring Half** - In the event that both halves end with the same score, bets on this market are settled at odds of 1.00 (when calculating the total for the second half, points scored in overtime are not counted).
24. **Top Player (Tournament)** - The bettor must predict which player will have the highest score at the end of a tournament. When comparing players’ scores (number of goals scored, number of points won, etc.) at the end of the tournament, if both players have the same score, bets on the players in question are settled at odds of 1.00. Goals scored in post-match penalty shootouts do not count. The number of matches played by a player is not taken into consideration. If a player does not play in a single match, bets on the player in question are settled at odds of 1.00.
25. **To Be Higher At The End Of The Tournament** – The bettor must predict which team will finish higher in the standings at the end of a tournament.
    If the scores are even, bets on this market are settled at odds of 1.00.
    In the event that the team in question does not play in a single match in the tournament, bets are settled at odds of 1.00.
26. **Home/Away** - The bettor must predict whether home teams or away teams will score more goals or points in a given round with a handicap and a total. If, on the day of the match, one or more matches are canceled, postponed, not completed, or considered void, bets on the “Home/Away” market are settled at odds of 1.00.
27. **Total Goal Minutes** (sum of the minutes when goals were scored) - Calculated as the sum of every minute when a goal was scored in regular time. For example, if goals were scored in the 13th, 25th, and 47th minutes, the total will be equal to 13 + 25 + 47 = 85.
28. **Points** (volleyball, table tennis, squash, badminton) - A point is a point won in a given set or game.

For example: “Volleyball. 1 To Win Point 19 In Set 1” – the score in set 1 at the time the bet is placed is 8:9, and later the changes to 8:10. Team 2 wins a rally, making the score 9:10. This means that team 1 scored the 19th point, so the bet wins.

29. Highest/Lowest Score Quarter Total Under () – The bettor must predict that the number of points (goals) scored in the highest/lowest scoring quarter will be under the given total. If two or more quarters end with the same total, which is also the highest, this is not a basis for bets to be refunded. In this case, bets are settled based on this total.
30. **Race To () Points** - The bettor must predict which participant in a match will be the first to score the given number of points. For example:
    “Race To 15 Points, Team 1 To Win” – If the score is 15:13, the bet wins; if the score is 12:16, the bet loses; if the score is 10:12, the bet loses.
    “Race To 15 Points, No Winner” – If the score is 15:13, the bet loses; if the score is 12:16, the bet loses; if the score is 10:12, the bet wins.
    If one of the participants withdraws from the match for any reason before they or their opponent have scored the specified number of points, bets on this market are settled at odds of 1.00.
31. "**Leader After Total Points Scored**". The Customer should predict the situation between the teams after the specified number of points has been scored.
    Example. Bet “*Team 1 To Win After 10 Points*”.
    Let’s consider several options:
    The score of the match is (6:4), 10 points have been scored, Team 1 leads, the bet wins.
    The score of the match is (3:7), 10 points have been scored, Team 2 leads, the bet loses.
    The score of the match is (5:5), 10 points have been scored, there is a tie, the bet loses.
32. **() To Score First Goal** - The bettor must predict which team will score the first goal. If no goals are scored in regular time, bets are considered to have lost. Own goals are counted as a goal for the team awarded the goal.
33. **Both Teams To Score** - The bettor must predict that both teams will score or that at least one team will not score.
34. Draw In At Least One Half – For example: “Draw In At Least One Half - No” – If the scores in the two halves are 1:0 and 0:0 respectively, the bet is settled as a loss. If the scores are 1:0 and 0:1, the bet is settled as a win.
35. **() To Kick Off The Match** - The bettor must predict which team will take the first kick-off at the center of the pitch.
36. **First Substitution** - The bettor must predict which team will be the first to make a substitution. If, during a match, both teams make a substitution at the same time (according to the official match report), bets on this market are settled at odds of 1.00.
37. **First Substitution** - The bettor must predict during which half or break the first substitution of the match will take place. In the event that no substitutions are made in the match, bets on this market are settled at odds of 1.00.
38. **Penalty Awarded - Yes/No** - The bettor must predict if a penalty will be awarded during the match.
39. **Sending Off - Yes/No** - The bettor must predict whether or not a player will be sent off during the match. Only outfield players and goalkeepers who are sent off are counted.
40. **First Booking** - The bettor must predict which team will be the first to have one of its players booked (shown a yellow card). If a player from each team is booked at the same time according to the official match report, bets on this market are settled at odds of 1.00.
41. **Last Booking** - The bettor must predict which team will be the last to have one of its players booked (shown a yellow card). Second bookings resulting in a player’s automatic dismissal from the pitch are not counted. If two players, one from each team, are booked at the same time according to the official match report, bets are settled at odds of 1.00.
42. **Highest Scoring Team** - The bettor must predict which of the given teams will score more

goals or points.

43. **Individual Player Total** (basketball, volleyball) - The bettor must predict an individual player's total in a given category: points scored, rebounds, assists, etc. Bets on an individual player's total are accepted based on overtime or golden set periods. If a player does not take part in the match, bets on them are settled at odds of 1.00.
44. **Individual Player Total** (handball, futsal, field hockey) - The bettor must predict the total number of goals scored by an individual player. All bets on individual player totals are accepted based on regular time. If a player does not take part in the match, bets on them are settled at odds of 1.00.
45. **First To Happen** - Yellow Card/Goal - The bettor must predict which event will occur earlier in the match: a yellow card shown or a goal scored. If no yellow cards are shown and no goals are scored, bets on this market are settled at odds of 1.00.
46. **A Player To Score Two Goals (Hat-Trick, Poker)** - The bettor must predict whether or not a player will score exactly two goals, exactly three goals (hat-trick), or exactly four goals (poker) in a match. Own goals are not counted.
47. **To Come From Behind And Win** (regular time including added time) - A team is considered to have achieved a "comeback win" if they fall behind on the scoreboard during the match and then win. If the match ends in a draw, bets on "To Come From Behind And Win - Yes" are considered to have lost.
48. **First Match Goal - Header** - The bettor must predict whether the first goal scored in a match will be a headed goal. If no goals are scored in the match, or if the first goal in the match is an own goal (even if it is a header), bets on "First Match Goal - Header - No" are considered to have won.
49. **() To Score First And Win The Match** - The bettor must predict which team will score the first goal and also win the match. Bets on NHL and KHL matches and all international competitions are accepted based on regular time. If no goals are scored, bets on "() To Score First And Win The Match - Yes" are considered to have lost.
50. **Clean Sheet** – A match in which one or both teams do not concede a single goal.
51. **Team 2 To Win To Nil - Yes** - This bet is settled as a win if the score is 0:1, 0:2, etc. A bet on "Team 2 To Win To Nil - No" is settled as a win if the score is anything other than 0:1, 0:2, etc.
52. **Run Of Play** (Lead - Win, Lead - Draw, Lead - Lose) - Bets are accepted based on regular time and added time. This type of bet is calculated based on which team is the first to take the lead, combined with the final result, regardless of how many times after this the advantage changes hands over the course of the game.
53. **To Win In Interval** - A bet on "W1 In The Interval From 10:00 To 14:59 Minute" is settled as a win if Team 1 score more goals than they concede within the given timeframe.
    A bet on "X In The Interval From 10:00 To 14:59 Minute" is settled as a win if neither team scores within the given timeframe.
    A bet on "W2 In The Interval From 10:00 To 14:59 Minute" is settled as a win if Team 2 score more goals than they concede within the given timeframe.
54. **() To Lead For () Minutes/Draw For () Minutes** - Bets are accepted for regular time.
    For example:
    During a hockey game, Team 1 scores a goal in the 16th minute, Team 2 scores in the 21st minute, and Team 1 scores again in the 36th minute. The total number of minutes during which the score was even is calculated as the first 15 mins + 15 mins (36 - 21) = 30 mins. The total time where Team 1 was in the lead was (21 - 16) + (60 - 36) = 5 + 24 = 29 mins.
    Bets on "Draw For Under 19.5 Minutes" are settled as a loss.
    Bets on "Team 1 To Be In The Lead For Over 13.5 Minutes" are settled as a win.
55. Win After Score () - The bettor must predict how events will unfold after a given score has been reached. For example: A bet on "1X After Score 3:2" is settled as a win if the score does not change before the end of the match, e.g. after the score becomes 3:2, the score is 0:0 (draw)

for the remainder of the match; the bet is settled as a loss if the score becomes 3:3, i.e. after the score becomes 3:2, Team 2 scores another goal.

56. Bets on total playing time are accepted in minutes. In the event that the bettor predicts the playing time exactly, bets are settled at odds of 1.00. For example: “Kyrie Irving Total Minutes Over (39.5)” - if the player’s total playing time is 39 mins and 30 seconds, this bet is settled as a win at odds of 1.00.
57. Win Or Draw - These bets cover only two outcomes. For example: “X or 2 (Home Win - Refund) - 2” - this bet predicts a win by Team 2. If the result of the match is a win by Team 2, the bet is settled as a win. If the match ends in a draw, the bet is settled as a loss. If Team 1 wins the match, the bet is refunded (according to the additional condition). Bets are accepted for regular match time.
58. **For bets on “Either Goalkeeper To Touch The Ball In The First () Minutes” and “Both Goalkeepers To Touch The Ball In The First () Minutes ”**, any contact with the ball by a goalkeeper counts, even if the ball was out of play when the goalkeeper made contact, and regardless of whether it is shown in the television broadcast or not. In the event that the moment of contact with the ball is not shown in the broadcast (e.g. if a goal kick is not shown because a replay was on the screen), the time of contact is accepted as the moment the live broadcast resumes.
59. **Post-Match vs. Live** - These markets include one match played on a given day and a match that will be broadcast LIVE. The bettor must predict the outcome of a sporting event where the result for one team is already known.
    If one match ends with a forfeit, is not completed, or is postponed, bets on markets marked “Post-Match vs. Live” are settled at odds of 1.00 (refund).
60. First Goal Scorer - Own goals (when a player knocks the ball into their own team’s goal) are not counted. If the first goal scored is an own goal, bets on the first goal scorer are settled based on who scores the second goal in the match. If all the goals in a match are own goals, a bet on “No Goals” wins.
61. Last Goal Scorer - Own goals (when a player knocks the ball into their own team’s goal) are not counted. If the last goal scored is an own goal, bets on the last goal scorer are settled based on who scored the preceding goal. If all the goals in a match are own goals, a bet on “No Goals” wins.
62. **Winner with Handicap bets** cover the entire competition season. The team that is the favorite will win the season with a handicap of 0. At the end of the season, all the teams' handicap points are added to their current score. The team with the most points will be determined the winner.
63. The betting company may also offer other types of bet.
64. Accepted abbreviations for events:
    - CK - corner kicks
    - ACE - aces
    - RC - red cards
    - PT - penalty time
    - YC - yellow cards
    - YRC - yellow and red cards
    - MS - misses
    - ST - shots on target
    - OFF - offsides
    - F - fouls
    - EB - extra bets
    - S - series
    - FTS - free throws scored
    - 2PS – two-point field goals

- 3PS – three-point field goals
- R - rebounds
- PAS - passes
- L - possession losses
- B - blocks
- DF - double faults
- PCB - posts and crossbar
- BT - blocked throws
- C - checks
- I - icing
- FOW - face-offs won

8. Rules on sports

8.1. Eurovision

1. Match-Ups. The Customer must predict which of the two specified participating countries will finish higher in the final standings. If both participating countries finish with the same score, bets are settled at odds of 1.00.
2. Bets are settled based on information available at www.eurovision.tv.

8.2. AFL (Australian Football League)

1. The bookmaker accepts bets on:
    - regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
    - regular time including overtime (labeled “OT”)
    The bookmaker bears no responsibility for any inaccuracies in the information about the duration of a match. Information shown in the “Sports” and “Live” sections is approximate. Customers should find out about the rules from official sources.
2. If a match is interrupted before 80 minutes have been played, all bets on the match are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
3. If the venue of a match is changed, bets that had already been placed remain valid, provided that the home team is still designated as such.
4. **First Goalscorer**. Bets on players who do not take part in the match are considered void, as are bets on players who come onto the pitch after the first goal has been scored. Bets on players who are substituted or sent off before the first goal is scored are settled as losses. If the first goal is scored by a player who is not included in a market, all bets are settled as losses, except in cases where an "Any Other Player" selection is offered. If a match is interrupted before a goal has been scored, all First Goalscorer bets are considered void.
5. A goal (6 points) is scored when the ball is kicked between the two inner goal posts without touching any other player. The attacking team is awarded 6 points.
6. A behind (1 point) is awarded when the ball passes directly between an inner goal post and an outer behind post, or if the ball hits a goal post and then crosses the goal line.
7. "HT-FT (Half-Time - Full-Time)" bets are placed on the first half and the whole match.

8.3. American Football

1. The bookmaker accepts bets on:
    - regular time of 60 minutes (four quarters of 15 minutes each)
    - regular time including overtime (labeled “OT”)
2. If a match starts but is not completed, all bets on it are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
3. At least 55 minutes of a match must be played for bets to be deemed valid. After 55 minutes, all bets are settled based on the results of the match at the time it is interrupted.
4. For bets on "To Be Higher At The End Of The Tournament", if neither team makes it past the

group stage, they are compared first according to their positions within the group and then by the number of points they have scored.
5. For bets on "Highest (Lowest) Scoring Quarter Total”, two or more quarters having the same highest (lowest) scoring total do not constitute grounds for bets to be canceled. In this case, bets are settled based on the total.
6. For bets on "Highest Scoring Quarter", in the event that it is impossible to determine in which quarter the majority of the points were scored (two or more quarters end with the same result), bets on these quarters are settled at odds of 1.00. Bets on other quarters are settled as losses.
7. For bets on "Highest Scoring Half", in the event that both halves have the same result, bets are settled at odds of 1.00.
8. If, after extra time, a match ends in a draw, bets on W1 and W2 are settled at odds of 1.00. Bets on totals and handicaps are settled according to the match results.

8.4. Badminton, table tennis, beach volleyball

1. If a match is delayed or postponed for any reason, all bets on it remain valid until the end of the match or the end of the tournament, until the match is completed or one of the participants withdraws.
2. If a match is interrupted due to the withdrawal or disqualification of one team during the first set, all bets are settled at odds of 1.00, with the exception of bets on outcomes that have been definitively determined by the time the match was interrupted In this case, bets on the winner are settled at odds of 1.00.
3. If a match is interrupted due to the withdrawal or disqualification of one team, bets on the winner remain valid, provided that **one set has been completed**. Otherwise, all bets are settled at odds of 1.00. If a player withdraws or is disqualified from a match, they are considered to have forfeited the match.
4. If a match starts but is not completed for any reason (e.g. one of the players withdraws or is disqualified) and **at least two sets have been played**, all outcomes that had been definitively determined by the time the match was interrupted according to the format of the match (e.g. outcome of the first set, total of the first set, etc.), are accepted for settling bets. All other bets are settled at odds of 1.00, with the exception of bets on the winner. The team that progresses to the next round or wins the tournament is deemed the winner.
5. Spelling errors in the initials of players in the sportsbook (e.g. A. Ivanov written as B. Ivanov) do not constitute grounds for bets to be canceled and bets remain valid.
6. Winner. If one of the specified players in the event is replaced before the start of the match, all bets are deemed void.
7. Handicap and Total bets on these sports are offered in terms of points, with the exception of bets on “Sets Handicap” and “Total Sets”.
8. Winner. The winner is considered to be the participant (team) that takes first place in a tournament. In the event that a participant withdraws from a tournament before it starts, bets on said participant are settled at odds of 1.00.
9. For bets on “To Qualify”, the bettor must predict which of a specified pair of participants will progress further in the tournament. If both players exit the tournament, the player who advanced the furthest in the tournament is considered to be the winner. If both players withdraw during the same round, bets are settled at odds of 1.00. In the event that a player withdraws from a tournament before it starts, bets are settled at odds of 1.00.

8.5. Basketball

1. The bookmaker accepts bets:
    - on regular time (the time of play may be 48 minutes consisting of four quarters of 12 minutes each or 40 minutes consisting of four quarters of 10 minutes each; NCAA – two halves of 20 minutes each);
    - on regular time including overtime (labeled “Including Overtime”). Bets on Stats include OT unless stated otherwise. Other betting terms may be specified in the betting section.
2. If a match starts but is not completed, all bets on the match will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. If the duration of a match is 40 minutes, at least 35 minutes must be played for bets to stand. If the duration of a match is 48 minutes, at least 40 minutes must be played for bets to stand. In these cases, all bets will be settled based on the results at the time the match was interrupted.
4. In basketball matches (for events labeled “Including Overtime”) bets on handicap and total markets in the fourth quarter and the second half are settled excluding overtime.
5. NBA teams may be shown in a direct order (home-away), as well as in a reversed order. If the latter is the case, no stakes are refunded.
6. "Higher At The End Of The Tournament". Should the teams fail to qualify from their group, bets will be settled based on the place they finish within the group. Should the teams take equal places within the group, then bets will be settled based on their score.
7. The Customer should check the rules of basketball friendlies (whether cup or club friendlies) through official sources. If a friendly ends in a draw (the rules of the match have been changed), bets on the winner will be settled at odds of 1. However, bets on total and handicap markets will be settled on the result.
8. If overtime is played in cup ties due to the aggregate result of a two-legged match, overtime will be taken into account to settle bets on the second match. Likewise, overtime played due to the aggregate result of a two-legged match is also included in “To Qualify”, “To Be Promoted/Relegated”, “Tournament Winner” and other similar bets.
9. Should a basketball match end in a draw, the “Will There Be Overtime? - Yes” bet wins and the “Will There Be Overtime? - No” bet loses.
10. "Half-Time/Full-Time" bets. In the Sports section, “W” represents a win and “X” represents a draw. The outcome of the first half is shown first, followed by the outcome of the game after regular time. For example, W1W2 means that Team 1 won (W1) the first half, while Team 2 were the winners (W2) at the end of regular time.
    "Half-Time/Full-Time" bets including overtime. The customer must predict which team will win the first half and which team will win the game with overtime included. Customers may not bet on a draw.
11. "Highest (Lowest) Scoring Quarter – Total". If two or more highest (lowest) scoring quarters have the same total, no stakes will be refunded. In this event bets will be settled based on the total (when the total of the fourth quarter is settled, no points scored in overtime will count).
12. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine unconditionally (i.e. when two or more quarters have ended with the same result), bets on such quarters will be settled at odds of 1. Bets on other quarters will lose (when the total of the fourth quarter is settled, no points scored in overtime will count).
13. "Highest Scoring Half". If both halves have ended with the same result, bets will be settled at odds of 1 (when the total of the second half is settled, no points scored in overtime will count).
14. "Team… To Win Both Halves – Yes". When the total of the second half is settled, no points scored in overtime will count. "Team… To Win Both Halves – No". The bet will win if the team specified has drawn or lost at least one half.
15. "Each Team Will Score Over 72.5 – Yes". The bet will win if the total scored by each team during the match amounts to 73 or more.
16. "Each Team Will Score Over 72.5 – No". The bet will win if at least one of the teams has not reached the quoted total.

17. "Total For Each Quarter Over 32.5 – Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul", "Total Fouls". When settling bets, only personal fouls committed by players on the court are taken into account. Technical fouls committed by a coach, team officials, or bench players are not counted.
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on “Turnovers” markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" markets are settled based on the individual statistics of players and the team statistics. For NBA, WNBA only personal rebounds are considered.
22. Bets on the “Race To … Points” markets in the “Sports” section may be available with:
    - two outcomes (W1, W2). For such bets, if neither team scores the specified number of points, bets on a winner will be void (for example, if the score is 19-19, “Race to 20 Points W1” bets will be void).
    - three outcomes (W1, W2, Neither), in which case, bets will be settled according to the results.
23. The “Score By Quarters 2-0” bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The “Score By Quarters 1-1” bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
24. "Handicap By Quarters". For example, “2 Handicap By Quarters -2.5”. The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.
25. The “Total Drawn Quarters”, “Handicap By Quarters”, “Score By Quarters” and “Win By Quarters” markets are only settled on the result at the end of regular time.
26. The “1 Winning Margin In Points Interval From -1 to 9” bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
27. Bets on the “2-Point Field Goal Percentage”, “3-Point Field Goal Percentage” and “Free Throw Percentage” markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.
28. Bets on the “Total Play Time” market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet “Total Kyrie Irving Over 39.5”, if the player’s total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
29. Netball is a type of women’s basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled “Including Overtime”).
30. **Basketball. Results. Team To Be Higher At The End Of The Tournament.** Bets on this market are settled based on statistics available on the official website.
31. "SuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "SuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
32. "SuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "SuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
33. Bets on average player statistics during the regular NBA season (points, rebounds, assists, block shots, etc.) are settled based on statistics available on the official website of the tournament.
34. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not

the player will have a double-digit performance in two (double-double), three (triple-double) categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.

35. Score in the interval. For this market it is suggested to guess whether the quarter score will be in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.
36. **Alternative matches.** In this type of event, the teams' results in the specified matches are compared (regular time only). If one team forfeits any of the matches, bets on the alternative matches will be settled at odds of 1.00 (refunded).
37. Basketball 4x4. Games consist of two periods lasting 10 minutes each. If a game ends in a tie, 5 minutes of overtime is played.
    Key differences in the game:
    - a mid-range shot counts as 2 points
    - a long-range shot (from outside of the three-point line) counts as 3 points
    - A slam dunk scores 3 points.
    - Teams have 24 seconds to shoot during an offensive.
38. Basketball 1x1 The game is played until a winning score of 11 points is reached or until 10 minutes have elapsed (depending on which happens first). If a game ends in a tie, overtime lasting five minutes will be played. The final consists of the three best players with a winning score of 11 points. The main differences in gameplay:
    - a mid-range shot counts as 2 points
    - a long-range shot (from outside of the three-point line) counts as 3 points
    - if they take a shot, a player is awarded "make it, take it" possession
    - a shot must be attempted within 7 seconds of taking possession

8.6. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included, unless otherwise specified. All bets on baseball games are offered on the basis that both the pitchers specified in the market, if any are specified, start the game. Both of the specified pitchers must start and throw at least one pitch for bets to be valid. If either of the specified pitchers fails to start the game for any reason, all bets on that game are voided. If the names of the starting pitchers are not specified, all bets are accepted irrespective of the starting pitchers.
2. The home team in a game is the team that bats second, regardless of the venue.
3. All bets (except bets on parts of the match) are based on the official match result, including any additional innings.
4. A match must be played for at least 5 full innings or 4.5 innings. If 4.5 or fewer innings are played, bets whose outcomes had been determined by the time the match was stopped are settled. All other bets on the match are settled at odds of 1.00.
5. **Pre-match bets**. If a baseball game does not start at the appointed time and the game is confirmed to be postponed on the official website, all bets on said game are settled at odds of 1.00.
6. **Live bets**. If a game is postponed or interrupted and restarted within 36 hours, bets remain valid until the end of the game. If the game is not completed within 36 hours, all bets on it are voided, except bets on markets which had already been determined.
7. For Nippon Professional Baseball (NPB) games, if a game ends in a draw, bets are settled at odds of 1.00.
8. For bets on "Match-Up", the bettor must predict which of a specified pair of players will achieve

the best result. If both players achieve the same results, bets are settled at odds of 1.00.
9. In MLB pre-season games, in the event that both teams have the same number of points at the end of 9th inning, an additional 10th inning is played. If neither team wins in the 10th inning, the game ends in draw and bets on W1 and W2 are settled at odds of 1.00 (refund).
10. If, over the course of a game day, at least one game is cancelled, postponed, or not played to completion and is considered void (fewer than 5 complete innings are played), bets on the market "Home Team - Away Team" are settled at odds of 1.00.
11. **Softball** is a team sport similar to baseball. Games consist of 7 innings. If a game ends in a draw, extra innings are played.

8.7. Biathlon

1. "To Be Higher". The bettor must predict which participant (or team) from the specified pair will finish higher in the final ranking. If both participants withdraw from a race or one of participants does not start, bets on said participant are settled at odds of 1.00. If one of participants does not finish, bets on them are settled as losses.
2. "Misses". A comparison of the total number of misses made by race participants. The bettor must predict which athlete will miss the most shots. If the bettor’s prediction coincides with the handicap exactly, their bet is settled at odds of 1.00. If a participant withdraws from a race without having shot at every range, bets on them are settled at odds of 1.00.
3. "Misses In Relays". The number of misses in a relay race is calculated by adding the number of penalty loops to the number of additional cartridges used by all members of a team.
4. "Best Representative Of Which Country Will Be Higher". The bettor must predict which of a specified pair of countries will have their representative finish higher in the final ranking of a race.
5. "Winner". The winner is considered to be the participant who finishes higher in the final ranking. If there are two or more winners of a competition, bets are settled at odds of 1.00.
6. "Leader After 1st (2nd, etc.) Leg". The winner of a leg is considered to be the participant who finishes highest in the final standings. If there are two or more winners of a particular leg, bets are settled at odds of 1.00.
7. The bet "Biathlon. Winner. Men’s. Pursuit. 12.5 km. Hochfilzen. 1-10 Place (08.12.2013 | 16:30) - To Win (Daniel Mesotitsch) - Yes" is settled as a win if Daniel Mesotitsch finishes in the top ten.
8. The bet "Extra Cartridges Sweden (13.12.2013 | 17:25) Total Under 7.5" is settled as a win if Swedish biathletes use 7 or fewer extra cartridges.
9. The bet "Winning Margin Over 2nd Place 0-20 Seconds - Yes" is settled as a win if the team in second place finishes 20 seconds or less after the winning team.
10. For bets on the **IBU World Cup**, bets are settled according to the results of the season.

8.8. Boxing, Martial Arts

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. “Total Rounds”. The Customer should predict the number of rounds in the bout. Only completed rounds will be taken into account for bet settlement purposes.
5. Points Decision Handicap (Including Win Inside The Distance). The handicap is calculated based

on the final score of the full fight, as given in official competition sources. If the fight ends early, bets placed on the fighter who won inside the distance will be settled as winning bets, and bets on that fighter's opponent will be settled as losing bets (regardless of the handicap value).

6. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
7. "1 (2) Will Win". In the "Sports" section, bets on this market are labeled "1" and "2" respectively and include the following:
    - "Points Victory";
    - "Win By Knockout";
    - "Win By Technical Knockout";
    - "Win By Technical Decision";
    - "Win By Disqualification or Refusal".
8. "Draw". Bets on this market are labeled "X". A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
9. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
10. "Win Inside The Distance". This includes a win through knockout, technical knockout, disqualification of the opponent, or the opponent withdrawing during the bout.
11. "Win (2way)". Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
12. "W2 In Round 3 – Yes". This bet will win if the second athlete wins inside the distance by knockout or by a technical decision in the third round.
13. "Bout Will End In Round 10-12". This bet will win if an athlete wins inside the distance by knockout or by a technical decision within the period from the tenth to the twelfth round.
14. "Win By TD". It is fight stoppage because of injury or another reason with consequent scoring by judges' notes and assessment of the result for not complete number of rounds.
15. Total Knockdowns. The Customer should predict the number of knockdowns in the fight. All knockdowns are counted, including those followed by a knockout or technical knockout.

8.9. UFC

1. The start of a bout is signified by the sounding of a bell at the beginning of the first round.
2. If a bout is declared a no-contest or is stopped for any reason before a winner has been determined, all bets are deemed void. If the result of the bout has already been determined, bets are settled based on the declared results.
3. If the number of rounds in a bout is changed, bets on the outcome of the bout remain valid, while bets on the number of rounds are settled at odds of 1.00.
4. "Total Rounds". to the bettor must predict the number of rounds in a bout. Only rounds in which more than half the allocated time has elapsed are taken into account when bets are settled. 2 minutes 30 seconds is considered to be half of a 5-minute round. Therefore, a total of 2.5 rounds refers to 2 minutes 30 seconds into the 3rd round. If a bout ends exactly 2 minutes 30 seconds into a round, "Over/Under" bets on the total number of rounds are deemed void. If the first round ends in the first two minutes, bets on "Total Rounds Under 0.5" win.
5. If one fighter does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
6. "1 (2) To Win". In the sportsbook, bets on this market are labeled "W1" and "W2" respectively and include the following:
    - "Points Victory"
    - "KO Victory"
    - "TKO Victory"
    - "Win By TD"

    - "Win By DQ or Refusal"
7. "Draw". Bets on this market are labeled “X”. A bout is deemed to have ended in a draw when the judges rule that both fighters have scored the same number of points at the end of the final round.
8. "Points Victory". This means that a winner is declared by the decision of the judges at the end of the final round.
9. "Win Inside The Distance". This includes a win by knockout, technical knockout, submission, opponent’s disqualification, or opponent’s withdrawal during the bout.
10. “Win (2way)”. If a fight ends in a draw, bets on W1 and W2 are settled at odds of 1.00.
11. The bet "W2 In Round 3 - Yes" wins if the second fighter wins inside the distance by knockout or by a technical decision in the third round.
12. "Prospective Fights". A potential fight which may be held before the end of the current year. Only the one bout from the list of prospective fights that actually takes place is taken into account for betting purposes. Bets on the bouts which do not take place are settled at odds of 1.00. Bets are settled based on the date of the fight according to the results taken from an official source.

8.10. Cycling

1. The start of the first qualifying round is considered the start of a competition.
2. “Match-Up” (rider or team). Both competitors must start the competition for bets to remain valid.
    - If one competitor is forced to withdraw for any reason, their opponent is deemed the winner.
    - If one or both competitors do not start, bets are settled at odds of 1.00.
    - If both competitors withdraw from a race, the one who completed more laps is considered to have performed better.
    - If both racers withdraw in the same lap, bets are settled at odds of 1.00.
3. "To Be Higher". The bettor must predict which competitor (team) in a specified pair will finish higher in the final standings.
4. If several competitors finish with the same time in the final standings, the competitor who finishes higher is considered to have performed better.
5. Group bets. Bets can only be placed on the riders who are named in the Sports section.
    - If one or more of the specified riders does not take part in the race, the bet will be refunded at odds of 1.00.
    - If none of the specified riders scores any points in the race, all bets will be refunded at odds of 1.00.

8.11. Water Polo

1. All bets are settled based on the result at the end of regulation time for the relevant period, (32 minutes total – 4 quarters of 8 minutes each). The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.
2. Extra time and 5-meter shots are taken into account for bets on “To Qualify”, “Winner”, etc.
3. In the event that a match starts but is not completed, all bets are deemed void, except those on markets which had been definitively determined by the time the match was interrupted.
4. At least 30 minutes of a match must be played for bets to be valid. In this case, all bets are

settled based on the results at the time the match was interrupted.

8.12. Volleyball

1. In the event that a match starts but is not completed, all bets are deemed void, except those on markets which had been definitively determined by the time the match was interrupted.
2. In the event that a set is not completed, bets on outcomes that had already been determined by the time the match was interrupted are settled according to the result. Other bets are settled at odds of 1.00. If a particular set is completed and the match is not completed, all bets on the set in question remain valid.
3. Bets on CEV and Challenge Cup matches are settled with "golden" sets taken into account, if this event is offered (a "golden set" (up to 15 points) is played if two teams at any stage of the European cups have the same number of points).
4. Handicap and Total bets on volleyball matches are specified in points, with the exception of “Sets Handicap” and “Total Sets”.
5. For bets on "Sets Score", the options are shown in the following format in the sportsbook: 3:0, 3:1, etc.
6. For bets on "To Be Higher At The End Of The Tournament", if none of the specified teams advance beyond the group stage, priority is given to their position within the group and then to the number of points they have scored.
7. For bets on "Duration Of The Match", the bettor must predict whether the duration of a match will be over or under the number of minutes specified. The duration of a match is calculated by adding together the duration in minutes of all the sets in the match, according to the official match report.
8. For bets on “Race To Three (Five, etc.) Points”, the bettor must predict which player will be the first to score the specified number of points in a set. In the event that one of the players for any reason withdraws from the competition before they or their opponent have scored the specified number of points, bets are settled at odds of 1.00.
9. For bets on “Extra Points”, the bettor must predict whether extra points will be won in a set. The bet “Extra Points In Set - Yes” settled as a win if one team wins after a score of 24:24.
10. For bets on "Tie-Break - Yes/No", the bettor must predict whether a fifth set will be played. The bet “Tie-Break - Yes” wins if a fifth set is played.
11. "Total Of The Highest Scoring Set" (excluding fifth set). For example, the bet "Total Of The Highest Scoring Set Under 47.5" is settled as a loss if the score is (25:23, 26:24, 23:25, 23:25, 18:16).
12. "Total of the lowest scoring set" (including 5th set). For example, the bet "Total Of The Lowest Scoring Set Under 40.5" is settled as a win if the score is (25:23, 26:24, 23:25, 23:25, 18:16).

8.13. Handball

1. Bets are settled on the result at the end of regular time (60 minutes of play consisting of two periods of 30 minutes each).
2. Overtimes and penalty shootouts will only count for the following markets: “To Qualify For The Next Round”, “To Qualify For Another League”, “Win” and similar.
3. In-Play Betting. If a match is not concluded, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. Bets on the “Top Goalscorer” market are settled including overtimes, but excluding penalty shootouts.

5. Under the rules of the China Championship, the match ends if the score difference amounts to 15 points and at least 30 minutes of play have elapsed (the Mercy rule applies).
6. In bets on yellow cards, the Customer should predict the number of yellow cards given to the players.
7. In bets on seven-meter penalty shots, the Customer should predict the number of awarded penalty shots (goals).
8. "2-Minute Suspension" bets. Only two-minute suspensions are counted. Penalty minutes awarded before the start of a period or after the conclusion of a half (match) which are included in the final match record are counted when the bet is settled. The bookmaker offers the following bets: "First 2-Minute Suspension"/"Last 2-Minute Suspension" and "Total 2-Minute Suspensions"/"Total 2-Minute Suspensions (by team)".
9. "**Alternative matches**". This includes bets on the match-ups of teams whose matches are being broadcast live. If a match is forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
10. "Handball. Statistics". Bets are settled including overtimes, but excluding penalty shootouts.

8.14. Golf

1. Major golf tournaments may last for three or four days and the total number of holes is usually 72.
2. The player must tee off in order to be considered an active participant. If the golfer refuses to continue, all bets on them will be deemed lost.
3. "**To Win The Tournament**". The golfer who takes first place in the tournament will be considered the winner. The winner is determined after a play-off, should such a stage be stipulated by the rules of the tournament.
4. If two (or more) leading contenders are tied at the end of regular time – 72 holes, sudden death rules are usually applied in the play-off. In this event, the winner of the play-off will be declared the winner of the tournament and the winner for betting purposes. Other golfers will be treated as runners-up.
5. "**Match-Ups**". The player with the highest placing at the end of the tournament, including any play-off, will be the winner. If one player has missed the cut, the other player is considered the winner. If both players miss the cut, bets are settled based on the lowest score after the cut has been made. If a player is disqualified before the conclusion of two rounds, or after both golfers have made the cut, the remaining player is deemed the winner. If a player is disqualified in the third or fourth round after their opponent has missed the cut, such disqualified player will be deemed the winner. If no odds on a tie have been offered, bets on players who share the same place will be settled at odds of 1.
6. "**Handicap Win**". A player starts with a handicap, which must be applied to their final score. Bets on players who have missed the cut, withdrawn or have been disqualified are deemed to have lost. If both players miss the cut, the handicap applies to their scores at the time the cut was made. Bets on the game will be canceled should both contenders withdraw or be disqualified, or should any player fail to tee off. If not all rounds are played, bets on the handicap market will be settled at odds of 1 unless the outcome of the match has already been determined.
7. "**Group Betting**"/"Top UK players", etc. The player with the highest placing at the end of the tournament shall be deemed the winner. Any player who has missed the cut will be deemed to have lost. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. If the player does not tee off, bets on this player will be canceled; Rule 4 is applied to bets on the other players. Dead heat rules apply at the bet settlement except when the winner is determined by a

play-off.

8. "**Handicap Group Betting**". Players within a group will be allocated handicaps. The winner of the group will be determined based on the final score once handicaps have been applied. Golfers who have missed the cut will be deemed to have lost. However, if an insufficient number of players make the cut for the place markets, the remaining places will be allocated among those players who have missed the cut based on their final scores once handicaps have been applied.
9. In certain tournaments officials may suggest that contenders should play extra holes. In such events, the player with the lowest score after they have played the specified number of holes will be declared the winner and other contenders will be treated as runners-up.
10. "**18 Hole Betting**". The player with the lowest score over 18 holes is deemed the winner. In the event of a 2 or 3 ball being rearranged or displayed differently by us, accepted bets will stand on the groupings displayed when the bet was placed. Should any player fail to tee off, then bets on that 2 or 3 ball will be void. In 2 ball betting, if both golfers achieve equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1. In 3 ball betting, if two players achieve equal scores, dead heat rules will apply. When special bets are offered grouping more than three players over one round, dead heat rules will apply. Bets on non-starters will be canceled.
11. "**To Make/Miss the Cut**". If a golfer withdraws or is disqualified before the cut is made, bets on them will lose. If a player withdraws or is disqualified after the cut is made, bets on them will win. If the player does not participate in the tournament, bets will be settled at odds of 1.
12. "To Be Higher". The Customer should predict which player of the two listed will perform better. The player who has completed 18 holes with the lowest score will be deemed the winner. In 2 ball betting, if both players have equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1.
13. If a player withdraws after teeing off without having played all 18 holes, they will lose regardless of the score. A game starts with the first shot towards a hole. If a player withdraws before teeing off, bets on all other players within this group will be settled at odds of 1.
14. If a tournament has been affected by adverse weather conditions, bets will be settled on the current results, however at least 36 holes must be played. This does not apply when the tournament takes place across several courses.
15. Bets on the Ryder Cup and the Presidents Cup. Points will be scored as follows: win – 1 point; draw – 0.5 points.
16. Place in a round/tournament. The bet wins if the player finishes within the specified range of final positions based on the results of the round or tournament.
    When settling bets on finishing in the top 2/top 5/top 10/top 20, dead heat rules apply if there are more participants than available positions in the top 2/5/10/20.
    Example: “(.....) Will Be In Top 5 - Yes", 3 participants tie for 5th place. The bet slip will be settled according to dead heat rules among the three participants, and the "No" bet will be settled as a loss.

8.15. Darts

1. Match Betting. In the event that a match starts but is not completed, the player who progresses to the next round is deemed the winner. However, bets on sets, legs, handicap bets and special bets are deemed void unless the outcome of a particular market had already been determined when the match was interrupted.
2. Handicap and total bets on darts matches are specified in terms of sets, unless otherwise specified in the sportsbook. The maximum number of points that can be scored with three darts

in one round is 180.
3. “Checking out” is where a player can finish the game early by reaching a certain number of points. This term is used in the variety of darts where players are assigned a certain number of points at the start of the game (301 or 501) and the aim is to reduce their score to zero. When a player's score is 170 points, they can theoretically finish the game by scoring 170 points in one round.
4. "To Be Higher At The End Of The Tournament". These bets are settled based on the following criteria, in order of importance: stage eliminated, number of sets won, number of legs won, number of 180s scored, highest checkout.

8.16. Curling

1. All bets are accepted including extra ends, unless otherwise specified. Each match consists of 10 ends. If the scores are level after 10 ends have been played, an extra end is played, and the winner of the extra end wins the match.
2. If no stones reach the "house" or if two opposing teams’ stones are closest to the center of the house and are the same distance away from it, an end may be declared to have finished with a score of 0:0.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of those markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match is deemed valid once at least 5 full ends have been played and bets are settled based on the result at the time the match is stopped.
5. A team loses a match, regardless of their current score, if they do not complete all their throws within the allotted time (each team throws 8 stones in each end).
6. All bets (except bets on parts of a match) are settled based on the official match result, including extra ends, if any are played.

8.17. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
    - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
    - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
    - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If any match results or statistics are missing, all bets shall be settled at odds of 1.00, except where the result of bets has already been determined.
5. If any information about the match from an official source is delayed:
    - Pre-match bets: bets will be settled 48 hours after the event has ended.
    - Live bets: bets will be settled 12 hours after the event has ended.
    - Bets on these matches will not be recalculated if the official source adjusts any of its data
6. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
7. In matches with a limited number of overs, bets on the statistics for a team or the whole match

will be canceled if less than 80% of a team's overs or the total overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended. (it may be possible to merge points 7 and 8 into one, as in the Bengali version)

8. Top Batsman In Match
    - A match's top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the "Dead Heat" rule is applied.
    - If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the innings is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.
    - If a certain batsman does not appear in the team's starting 11, bets on them will be canceled. Bets on players who do not bowl or do not enter play will be deemed to have lost.
    - In matches with a limited number of overs, bets will be canceled if less than 50% of any of the team's overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.
9. Best Batsman's Team
    - The best batsman's team is determined by the player who scores the most runs. Runs scored in a super over do not count. If batsmen from different teams score the same highest number of runs and no odds are offered for a draw, the "Dead Heat" rule is applied.
    - If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the innings is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.
    - If a certain batsman does not appear in the team's starting 11, bets on them will be canceled. Bets on players who do not bowl or do not enter play will be deemed to have lost.
    - In matches with a limited number of overs, all bets will be canceled in the event of any interruptions due to external factors, except in cases where the result had been determined by the time the innings ended or the batting side reached its target or lost all wickets.
    - If either side, for whatever reason, plays fewer than their scheduled number of overs in their innings (unless they declare or the innings comes to its natural conclusion), all bets will be canceled, except in cases where the result had been determined. However, bets will stand if the result had already been determined before the overs were interrupted.
10. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
11. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
12. Race to 10 runs. Bets stand, unless the listed players do not bat first – in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.
13. "() Individual Total Runs First () Overs Over/Under ()".

Penalties that are awarded after innings are over do not count towards the number of runs in those innings. If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.
Extra runs are included when settling bets, regardless of the reason for which they were awarded.
In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.

14. Team’s Individual Total Runs. Penalties that are awarded after innings are over do not count towards the number of runs in those innings. Bets on this market are settled based on the final score of the team in bat. In the event of a draw, or if any additional overs are played (super over or golden ball), bets on the outcome of the match in question are settled based on the number of runs scored during regular time. Bets on matches with a limited number of overs are canceled if less than 80% of the team’s scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the inning was interrupted. Bets on test matches are canceled in the event of a draw, provided that fewer than 60 overs were played, except in cases where the results had already been established.
15. Highest Individual Score (Player's Runs); Player's Total Runs; Player’s Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.
16. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled – and any additional runs awarded for them – count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.
17. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.
18. Best Batsman In The Match:
    The best batsman in a match is the player who scores the most runs. Runs scored in super overs are not counted. If two or more players score the same number of runs, Dead Heat rules apply.
    If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play.
    If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.
    In matches with a limited number of overs, bets will be voided if less than 50% of the specified number of overs is played by either team due to external factors, such as inclement weather, except in cases where the bets had already been settled.
19. Best Batsman’s Team
    The team with the best batsman is determined based on the number of runs scored by various players. Runs scored in super overs are not counted. If two batsmen from different teams score the same number of runs and no “Draw” outcome is offered, Dead Heat rules apply.
    If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play.
    If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.
    In matches with a limited number of overs, all bets will be voided if the match is interrupted due

to external factors, except in cases where the bets had already been settled by the end of the innings, or where all of the batsmen are out.

20. Alternative Outcomes. These markets use a points-based scoring system to determine their outcome. The system works as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping
    - Bets on players who are not selected are refunded. If a player was not included in the starting lineup but was later subbed in, their results will be based on the number of points they scored, irrespective of the stage of the match that they joined at.
    - In One Day matches, both teams must bowl at least 40 overs for bets to remain valid, unless the result of the match has already been determined before the match is interrupted.
    - In Test and First Class matches, the whole match is taken into account. If a match ends in a draw, a minimum of 200 overs must have been bowled for bets to remain valid, unless the outcome of the match has already been determined. In Twenty20 matches, the full 20 overs must be played and an official result must be declared, unless the outcome of the match has already been determined.
21. If any player was substituted and did not return to the game, then their final result will be determined based on their result up to the moment they were substituted. Equally, any player who entered the match as a substitute will also have their results calculated based on the runs they scored.
22. Total Wickets Lost For X Runs. Bets are settled based on the number of wickets lost at the moment the specified number of runs is scored. Wickets lost after the necessary number of runs have been scored are not counted.
    For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If a team has scored 50 runs and lost 1 wicket in the 19th over, and has scored 50 runs and lost 2 wickets in the 20th over, the bet will be settled as a win, since 50 runs were scored with just 1 wicket taken.
    If the number of wickets specified in the bet are lost before the team scores the necessary number of runs, it will be settled based on the current number of wickets.
    For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If, at the moment they score 40 runs, the team has already lost 2 wickets, the bet will be settled as a loss.
    If in a test match a team declares, or the match ends in a draw, or if the goal is achieved, the current amount of runs and wickets will be deemed final and will be used to settle bets.
23. First Innings Lead / Handicap. Betting on this market involves determining the difference in runs scored by the two teams in their first innings in Test matches.
    If a match ends in a draw and fewer than 200 overs were played by each team, bets will be settled at odds of 1.00. This does not include instances where the result of the bet was determined at the end of the first innings. If a declaration occurs in the first innings, bets will be settled according to the results as they stood when the declaration took place.
24. First Ball. A bet on the outcome of the first delivery by one team/in the match. If the first delivery results in a free hit, all outcomes of the free hit will be considered invalid. All deliveries resulting in extras will be taken into account when settling bets. If a delivery results in extras as well as other outcomes, the extras will take precedence when settling bets, unless otherwise specified. For deliveries resulting in extras or a wicket being taken, any additional runs will not be taken into account, unless otherwise specified.
25. "Who will make more run outs", "Team, total run outs". The calculation is based on the number of run outs committed by the fielding team during their innings, according to the official match statistics.
26. Double Chance, 1X2, Draw. In matches with a limited number of overs, the “Tie” outcome is considered to be a draw, and a result of Super Over, Golden Ball, or any other manner of determining a winner after completion of the game are not counted. In test matches, the “Match Drawn” outcome will be considered to be a draw, and in the event of the “Tie” outcome,

all bets will be refunded. In the event of “No Result”, “Abandoned”, or any other status indicating that the match result was not determined, bets for matches of any format are refunded. If the winner is determined using DLS or other official methods, calculation will proceed based on the announced result.

27. Team Wins. In matches with a limited number of overs, the “Tie” outcome is considered to be a draw, and a result of Super Over, Golden Ball, or any other manner of determining a winner after completion of the game are counted. In test matches, in the event of the “Match Drawn” and “Tie” outcome, all bets are refunded. In the event of “No Result”, “Abandoned”, or any other status indicating that the match result was not determined, bets for matches of any format are refunded. If the winner is determined using DLS or other official methods, calculation will proceed based on the announced result.

Chennai daily cricket is a regional league played according to the rules of indoor cricket. Teams must play all scheduled overs, or until 5 wickets fall.

1. Scoring rules:
    - if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
    - if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
    - if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
    - if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
    - when the batsman hits the ball into certain zones, they are awarded points as follows:
        - A – 0 points
        - B,C (up to the middle of the field) – 1 point
        - B,C (past the middle of the field up to zone D) – 2 points
        - D (without touching the floor) – 6 points, or if the ball touches the floor – 4 points.
2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.
3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.
4. For physical interference against the batsman, the batsman is awarded 5 points.
5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.
6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.
7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.
8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.
9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at odds of 1.

Cricket 24. Cyber League, Cyber Indian League 24

1. The rules of this game are identical to those of real cricket: each team plays one inning of 20 overs.
2. Bet settlement rules:
    - “Match Winner” bets are settled taking into account the result of the super over.
    - “Over, Team Total Runs” bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
    - “Total”, “Individual Total”, “Total Runs In Over”, and “Individual Total Runs In First Overs” bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
    - “Total Runs Per Delivery” bets are settled based on the number of runs scored by a team, including extras (if extras are added to the total). In the event that the over in question is not played, bets on it will be refunded.
    - “Will A Wicket Fall In Over” bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
    - “Highest Opening Partnership” bets are settled based on the number of runs scored by each teams’ opening partnerships.
    - “First Ball To Be A Dot Ball With No Runs Scored” bets are settled based on the result of the first delivery in the match, regardless of which team is bowling, and includes extras.
    - ”Total Runs Before Fall Of Wicket” and “Total Runs At Fall Of Wicket” bets are settled in the following way:
        - such bets win if both variables are predicted correctly (fall of wicket and total)
        - such bets are refunded at odds of 1.00 if the total is predicted correctly, but the fall of wicket is not
        - such bets lose in all other cases
    - ”Super Over” bets are settled as a win if a super over is played. Otherwise, these bets are settled as a loss.
    - “Result After First Overs” bets are settled based on the number of runs scored by each team by the time a specific over is reached.
    - “Total Runs In The Highest Scoring Over In Match” bets are settled based on the highest number of runs scored by a team in one over, including extras.
    - “Who Will Lose More Wickets”, “Total Wickets”, and “Team Total Wickets Lost” bets are settled based on the number of wickets, not including a super over.
    - “Super Over Winner” bets are settled as a win if a super over is played and one team wins.
    - “Will An Extra Run Be Awarded In Over” bets refer to extra runs, which are added to the score of the batting team for an illegal delivery by the bowler.
      After an extra has been awarded, an additional delivery is bowled if the team still has runs to score.

8.18. Beach handball

1. All bets are settled based on the result at the end of regulation time for each relevant period, (20 minutes total, 2 halves of 10 minutes each).
2. Penalty shootouts count for bets on the markets “To Qualify”, “Winner”, etc.
3. If a match is interrupted and suspended, bets on it remain valid until the end of the tournament the match is part of, until the match is completed or one participant withdraws from the competition.

4. A match must be played for at least 18 minutes for bets to be valid. In this case, bets are settled based on the result at the time the match was interrupted.
5. If the score in a match is a draw at the end of a period, the “golden goal” rule is applied and the winner is deemed to be the team who scores the first goal. If both periods are won by the same team, that team is declared the winner with a score of 2:0.
6. If both teams win one period each, the result is declared a draw. To determine the winner, the “shoot-out” rule is applied, whereby one player takes on the goalkeeper.

8.19. Beach Football

1. All bets are settled based on the result at the end of regulation time for each relevant period, (36 minutes total, 3 periods of 12 minutes each).
   The company bears no responsibility for any inconsistencies between the dates and times shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.
2. Extra time and penalty shootouts count for bets on the markets “To Qualify”, “Winner”, etc.
3. In the event that a match starts but is not completed, bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 30 minutes for bets to be valid. In this case, bets are settled based on the result at the time the match was interrupted.

8.20. Rugby

1. All bets are settled based on the match result at the end of regular time. For bets to stand, at least 90% of the match must have been played, unless the bets had already been settled by the time the match was interrupted.
   The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.
2. Extra time and penalty shootouts count for bets on the markets “To Qualify”, “Winner”, etc.

8.21. HORSE RACING

1. If a race is postponed to another day and it is stated in the official sources, all bets will stand. However, single bets will be deemed void and the respective leg will be excluded from an accumulator bet, if:
   - a race is terminated;
   - a race is officially declared void;
   - the conditions of a race are changed after bets have been made (subject to the rules);
   - the track is changed;
2. "Participant Will Be In Top 3". Bets on this market will win if the horse finishes among the first three place-getters.
3. "Win (Refund If Placed)". For example, the bet “Win (Refund If Placed 2)” will win if the horse finishes first, but if the horse finishes second, the stake will be refunded (the bet will be settled at odds of 1).

4. "Win Without Leader". The bet “No. 1 Brice Canyon To Win Without No. 3 Clonusker” will win if No. 3 Clonusker finishes first in the race and No. 1 Brice Canyon finishes second.
5. Ante-Post Betting. The updated list of runners is declared one or two days prior to the race depending on its class. Once day-of-race markets become available, ante-post markets are closed. Horses which have been withdrawn from the race and non-runners will be treated as losers in ante-post markets. If a race is postponed until the next day due to adverse weather conditions, ante-post bets will stand until the start of the race. If the race has been canceled, stakes on ante-post markets will be refunded. First, bets on the racing day will be settled and then ante-post bets on this competition will be settled.
6. SP (Starting Price) is the final starting odds on a horse. The starting price is calculated based on the average odds offered by racecourse bookmakers at the time of the off. If a horse is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn horse will be settled at odds of "1".

8.22. Squash

1. If a match starts, but is not completed for any reason (for example if a player retires or is disqualified), the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game, first game total, etc.) will count for settlement purposes. All other bets will be settled at odds of 1.
2. Should a match be interrupted due to the withdrawal or disqualification of either team, ***the first game/set must have been completed*** for bets on the winner of the match to stand, otherwise all bets on this outcome will be settled at odds of 1. In the event of the withdrawal or disqualification of a player, a forfeit will be declared.
3. By the decision of the body which organizes the event, the number of games in a match may vary from three to five and the match continues until three games are won.
4. Each game continues up to 11 points. The player who is the first to score 11 points will be declared the winner unless the score is 10:10. In this event the game will continue until the score difference amounts to two points. The player who beats their opponent by a two point margin will be deemed the winner.

8.23. Snooker

1. Match Betting. In the event that a match is abandoned, the player who progresses to the next round is deemed the winner, provided that at least one full frame has been completed.
2. Frame Betting, Handicap Betting and Special Betting. The full number of frames must be played for bets on these markets to remain valid. In matches where one player is declared the winner before this has happened, then all bets on frames, handicap bets and special bets on that match are deemed void, with the exception of bets on markets whose outcomes had already been determined.
3. If one player is awarded a walkover in any frame, handicap and total bets on this frame are settled at odds of 1.00.
4. "To Qualify". The bettor must predict which of a specified pair of players will finish higher in a tournament draw. If both players exit a tournament, the player who finished higher in the tournament draw is considered to have performed better. If both of players exit in the same round, bets are settled at odds of 1.00. In the event that a player withdraws before the beginning of a tournament, bets are settled at odds of 1.00.
5. For bets on "Total Centuries", the bettor must predict that a player will score 100 points or more

in one (without leaving the table).

6. A bet on “First Ball - Blue” is settled as a win if a blue ball is the first to be potted among all the colored balls (yellow, green, brown, blue, pink, black).
7. **“Shoot-Out” and “To Be Higher At The End Of The Tournament”**. These bets are settled based on the following criteria, in order of importance: stage eliminated from the tournament; number of frames won; total points.

8.24. Tennis

1. If a player withdraws or is disqualified before the beginning of a match, bets are refunded.
2. If a match is delayed or postponed for any reason, all bets remain valid until the match is completed or until the end of the tournament.
3. Bets remain valid in the following circumstances:
    - the playing surface is changed
    - the venue is changed
    - the match is moved from an indoor court to an outdoor court
4. If a tennis match is suspended or a team is disqualified or withdraws in first set, all bets are settled at odds of 1.00, except bets on games that have already been completed and on markets whose outcomes had already been determined by the time the match was interrupted.
5. If a player withdraws or is disqualified, bets on the winner remain valid, provided that one set had been completed. Otherwise these bets are settled at odds of 1.00. Bets on other outcomes are deemed void with the exception of bets on markets whose outcomes had been definitively determined by the time the match was interrupted.
   If one player withdraws or is disqualified, a walkover is awarded to the opponent.
   Example 1. The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets are settled at odds of 1.00: “Handicap 1 (-2.5) Games”, “Handicap 2 (+2.5) Games”, “Total Games (21.5)”, “Sets Score 2:0, 2:1 and 1:2”. All bets on the first set are settled. A bet on “W2” wins; bets on “W1” and “Sets Score 0:2” lose.
   Example 2. The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet “Total Games Over 21.5” wins, while the bet “Total Games Under 21.5” loses as the minimum number of games required to win is 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets are settled. A bet on “W2” wins, while the bets “W1” and “Sets Score 0:2 and 2:0” lose. The following bets are settled at odds of 1.00: “Games Handicap”, “Sets Score 2:1, 1:2”.
6. If the format of a match (number of sets) is changed, all bets on the following markets remain valid and are settled based on the result of the match:
    - Player To Win
    - Player To Wins The First Set
    - Game Handicap On The First Set
    - First Set Total
    - Who Will Serve First
    - Who Will Win The First Game In The Match
      All other bets are settled at odds of 1.00.
7. Handicap and total bets on tennis matches are specified in terms of games.
8. If a game is not completed for any reason (the match is suspended, one player is disqualified or withdraws), bets on this game are settled at odds of 1.00.
9. In tennis matches, handicap and total bets are based on points for the final set (super tie-break) and on games for the match as a whole.
   Example. Grönefeld/Peschke vs. Niculescu/Zakopalova (super tie-break). Bet "Total Under

21.5". Game score (6:3; 3:6; 4:10). The third set is counted as 1 game. The total is calculated as: 6+3+6+3+1=19. The bet wins.

10. In tennis matches labeled "champ. tie-break" or "super tie-break", and handicap and total bets on the whole match are calculated with the super tie-break score included.
    Example. Grönefeld/Peschke vs. Niculescu/Zakopalova (champ. tie-break). Bet "Total Under 21.5". Game score (6:3; 3:6; **4:10**). The total is calculated as: 6+3+6+3+**4+10**=32. The bet loses.
    A super tie-break (champ. tie-break) is played in some tournaments instead of a deciding set. The winner of the match is considered to be the first player (pair) to score 10 points, provided that they win by a margin of 2 points.
11. For bets on "Sets Score", the options are shown in the following format in the sportsbook: 2:0, 2:1, etc.
12. For bets on "To Qualify", the bettor must predict which of a pair of players will progress further in a tournament draw. If both players exit a tournament, the player who progressed furthest in the tournament draw is deemed to have performed better. If both players exit in the same round, bets are settled at odds of 1.00. In the event that a player withdraws from a tournament before it starts, bets are settled at odds of 1.00.
13. For bets on "Winner", the winner is considered to be the player (team) that takes first place in a tournament. In the event that a player withdraws from a tournament before it starts, bets on them are settled at odds of 1.00.
14. For bets on "Winner In Game", the bettor must predict which player will win a particular game.
15. A tie-break is considered to be a separate game.
16. For bets on “Points”, a point is considered to be a point won by one player following a service.
    Example: “Player 2 To Win Point 4 (Game 8)” (Second player to win the 4th point (serve) in the 8th game). The 8th game plays out in the following way:
    - 1st point: 0-15 (Player 2 wins)
    - 2nd point: 15-15 (Player 1 wins)
    - 3rd point: 15-30 (Player 2 wins)
    - 4th point: 15-40 (Player 2 wins) - The bet wins.
17. For bets on "First Set Score”, the bettor must predict the correct score in the first set. If the first set is not completed, bets are settled at odds of 1.00.
18. For bets on "Tie-Breaks In Match", if the match is not completed for any reason and a tie-break is played, bets on "Tie-break in the match - Yes" are settled as a win and bets on "Tie-Breaks In Match - No" are settled as a loss. If a match is not completed for any reason and a tie-break is not played, bets are settled at odds of 1.00.
19. For bets on "Player First To Challenge A Line-Call", the bettor must predict which player will be the first to challenge a line-call. If neither player challenges a line-call, bets are settled at odds of 1.00.
20. In the event that there is a spelling error in a player’s initials in a tennis match in the sportsbook (e.g. Muller J. is written as Muller D.), this does not constitute grounds for bets to be canceled and a bets remain valid.
21. For bets on “Tie-Break Score In Set”, the bettor must predict the correct score in a tie-break. A tie-break is played in order to determine the winner of a set when the score in the set reaches 6:6. A tie-break must be played up to 7 points (the tie-break score can be 7:5, 7:4, etc.).
22. The bet “W1/2 With Any Other Score” implies that one player will win a tie-break after a score of 6:6 (or a super tie-break after a score of 9:9).
    Example 1. Klein (Australia) vs. Klec (Slovakia). “W1 With Any Other Score”.
    - If the tie-break ends with the score (7:3), the bet loses.
    - If the tie-break ends with the score (8:6), the bet wins (as Player 1 won after a score of 6:6).
23. For bets on "Tie-break in the match", the bettor must predict the correct score at the end of a

tie-break.
A tie-break is played up to 10 points (the score may be 10:8, 10:6, etc.).

24. If a match is not completed for any reason and a tie-break is not played in a match or set, bets are settled at odds of 1.00.
25. The bet "Set To Finish 6:0 In The Match" is settled as a win if the score in a set is (6:0) or (0:6).
26. The bet “Player To Lose First Set But Come Back To Win” is settled as a win if one player loses the first set but wins the match.
27. Bets on "Highest Scoring Set”, **for example "1st Period > 2nd Period"**, are settled as a win if more games are played in the 1st set then in the 2nd set.
28. Match statistics (number of aces, double faults, percentage of first serves won, etc.) are taken from official tournament websites.
29. Extra bets (number of aces, double faults, percentage of first serves won, etc.) are settled in the following way: bets on markets whose outcomes had been definitely determined by the time of the match was interrupted are settled according to the result. All other bets are settled at odds of 1.00.
30. The “match point” is the final point that must be won in order to win an entire tennis match.
31. The bet "1st BP - Player 1" is settled as a win if Player 1 wins the first game on the opponent's serve (a “break-point” is an opportunity to win a game on the opponent's serve).
32. The bet “Total Points In First Game Over (5.5)” is based on the number of points scored in the first game. For example, if the game is won after a score of (40:30), 6 points have been scored and the bet wins.
33. For bets on "Highest Scoring Period", only the first and second sets are taken into account. The bet “Highest Scoring Period - Draw” is settled as a win if the score is, for example, 6:3, 3:6, or 6:4.
34. “Total Of The Highest/Lowest Scoring Set”. Bets on totals are settled according to the regulations of the tennis tournament (play up to 2 or 3 wins).
35. Bets on “Tie-Break Or Extra Game In Final Set” are settled based on the final third set (match up to 2 wins) or fifth set (match up to 3 wins).
36. For the bet "To Make More Service Breaks In The Match" three outcomes are offered in the sportsbook: "Player 1", "Player 2", "Neither". In the event that both players have an equal number of breaks, the outcome "Neither" wins.

8.25. Floorball

1. Floorball is a form of hockey that is played indoors on a hard floor with a hollow plastic ball.
2. All bets are settled based on the result at the end of regulation time for each relevant period, (60 minutes total, 3 periods of 20 minutes each).
   The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.
3. Extra time and penalty shootouts are taken into account for bets on the markets “To Qualify”, “Winner”, etc.
4. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
5. A match must be played for at least 50 minutes for bets to be valid. In this case all bets are settled based on the results of the match at the time it is interrupted.
6. Matches can be shortened with the agreement of the organization running the competition to no less than 2 halves of 15 minutes each. Breaks may be awarded by the administrating

organization. It is advisable to check independent sources of information to learn about the rules of a competition.

8.26. Football

1. Bets on football matches (including cup matches) are accepted on regular time specified in the rules (90 minutes of play consisting of two halves of 45 minutes each plus injury time), unless otherwise stated in the “Sports” section (“extra time”).
   Extra time and penalty shootouts will only count for the markets “To Qualify (For The Next Round)”, “League Promotion/Relegation”, “Winner Of The Tournament” and similar.
2. At least 80 minutes of play must elapse for bets to stand except for markets which had already been unconditionally determined at the time the match was stopped.
3. Format of friendly matches.
   The rules of friendlies are determined before the start of a tournament. The Customer should check the rules against independent sources of information prior to placing bets on friendlies.
4. The number of corner kicks in the Russian Football Championship (Russian Premier League) is calculated on the third day after the conclusion of the match. If the number of corner kicks is not specified on the websites listed as Main Sources of Information, bets will be settled at odds of 1.
5. "To Be Higher At The End Of The Tournament" - for international tournaments: World Cup, European Championship, UEFA Champions League, Europa League, Olympic Games, etc.
   “Outcome. To Be Higher At The End Of The Tournament.” The bettor must predict which of the two specified teams will finish higher at the end of the tournament/championship.
   If the official website does not provide overall information about placements, bets will be settled based on the tournament table:
   - If both teams are knocked out in the group stage, bets will be settled based on the team’s places within their groups.
   - If both teams finish in the same place within their groups/on the tournament table, bets are settled at odds of 1.00.
   - If a team does not play a single match, bets are settled at odds of 1.00.
   - If both teams are knocked out at the same stage of the knockouts, bets are settled at odds of 1.00.
6. Bets on the markets “Which Team Will Score More Goals” and “Which Team Will Score (Concede) The Most (Least) Goals” placed on the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others, are settled with extra time included, but without taking post-match penalties into account.
7. Bets on football matches labeled “extra time” will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. “First Corner – Team”. Which team will be the first to take a corner kick?
9. “More Corners – Team”. Which team will take the most corner kicks in the match?
10. “Total Corners Over/Under”. The Customer should predict whether the total number of corner kicks in the match will be more or fewer than the specified number.
11. **Yellow card markets (labeled “YC”)**. Only cautions to the outfield players and goalkeeper will count for bets on total yellow cards and total yellow cards with a handicap. No second yellow card resulting in a dismissal will count in the calculation of the number of yellow cards in the match.
12. LIVE bets on yellow cards in a specified time interval are settled without taking the stoppage time into account. For example, if a bet was placed on a yellow card between 85:00 and 88:59 and a yellow card was shown at 90+1 min., the bet will be settled as lost.
13. No yellow or red cards shown to the outfield players or goalkeeper after the final whistle will

count for betting purposes. If a yellow card is shown by the referee in the half-time break for an offence committed in the first half (i.e. a deferred yellow card), this card will count for bets on the first half. If the referee shows a yellow card at the end of the match for an offence committed in the second half (i.e. a deferred yellow card), it will count for bets on the second half.

14. **Bets on "Yellow/Red Card" (also referred to as YRC or Cards)** will be settled in the following manner: a yellow card is counted as one card; a red card is counted as two yellow cards. The second yellow card for the same player will not be counted and will be regarded as one red card. This means that one player can have maximum 3 cards per match.
15. The number of yellow and red cards, corner kicks and hits of the crossbar/posts will be determined subject to video footage. In the event of a lack of video footage, or its interruption, the number of yellow and red cards and corner kicks will be taken from official sources. A substitution made in the 46th minute according to the official source will be regarded as a substitution made in the half-time break. A corner kick which was retaken will be regarded as just one corner kick for bet settlement purposes. Only those corner kicks which have been taken will count towards the settlement of bets on Total Corners.
16. **Posts and crossbars.** Only when the crossbar/post is hit by the opposite team and the ball remains in play will such hits count for betting purposes (for example, if the ball has hit the player, the referee, another post or crossbar). A post or crossbar will not count in the following events: the match had been interrupted before the ball hit a post or the crossbar; the ball was out of the field or was scored (a goal) after hitting a post or the crossbar.
17. **Shots On Target.** Shots which hit the crossbar/post or which are blocked are not counted when this bet is settled.
18. **Shot Towards the Goal.** For bet settlement purposes, all towards the goal, as well as blocked shots count.
19. Bets on the statistics markets may be settled within one hour of the end of the match.
20. **PRE-MATCH bets:** "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.
21. **Bets on QUICK EVENTS:** "Total In The Interval From () To () Minute", "Handicap In The Interval…", "Outcome In The Interval…". The Customer should determine the number of goals in the specified time interval.
    - In the interval from 40:00 to 44:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 40:00 to 49:59 the total number of goals will be calculated including stoppage time;
    - In the interval from 85:00 to 89:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 10:00 to 19:59, if the goal is scored in the 20th minute, it will count for bets within this interval.
22. First To Happen. Bets will be settled as follows:
    For throw-ins, corners, and goal kicks – the time that the event was actually performed is taken.
    For fouls, cards, offsides, and goals – the time that the event happened is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
    For the First/Last To Happen markets – bets are settled including added time.
23. 1 Minute Markets. Bets will be settled as follows:
    For throw-ins, corners, goal kicks, cards, free kicks – the time that the event was awarded by the referee is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.

24. “To Score A Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores a goal. An own goal does not count.
    - Pre-match bets. Should the player fail to enter the field of play, stakes will be refunded (bets will be settled at odds of 1). Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
    - Live bets. If a player enters the field of play and the “To Score a Goal” bet is offered on that player, then such bets are settled according to the player’s performance.
25. “To Score First Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores the first goal. An own goal does not count. If the player enters the field of play after the first goal has been scored or does not enter the pitch at all, the bet will be settled at odds of 1. Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
26. "() To Score A Goal At Any Time". The bet will win if the player scores a goal in regular time.
27. “Player Will Score Over/Under 0.5”. Bets will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
28. “First/Last Match Goal – Time Interval”. Bets on the first goal being scored in the specified interval, for example from 1 to 30 minute, will lose should the match be interrupted with the score at 0:0 after the specified interval.
29. “A Player To Score Two Goals” (also “Brace”)/”Hat-Trick”. The Customer should predict whether a player will score exactly two goals (a brace) or exactly three goals (a hat-trick) in a single match. Own goals do not count. If a hat-trick has been scored, the bet “A Player To Score Two Goals - Yes” will lose.
30. “Penalty Awarded – Yes/No”. The Customer should predict whether a penalty kick will be awarded in the match.
31. “Penalty Awarded And Sending Off – Yes”. The bet will win if there has been both a penalty kick and a dismissal in the match.
32. “Half: 1x2”. Bets are made on the first half.
    For example, “Team 2 To Win First Half - Yes”. The bet will win if Team 2 wins the first half.
33. “Multi Corner”. The number of corner kicks in the first half is multiplied by the number of corner kicks in the second half. For example, there have been five corner kicks in the first half and seven corner kicks in the second half. Accordingly, the result is 5x7=35.
34. “**Penalty Shoot-Out Win 2 – Yes”.** A penalty shootout must take place and Team 2 must win it for this bet to win. The bet will lose if no penalty shootout takes place or if Team 2 lose the penalty shootout.
35. “Highest Scoring Period”.
    “Highest Scoring Period – 1st Half” – a bet on the total number of goals in the first half exceeding the total number of goals in the second half;
    “Highest Scoring Period – 2nd Half” – a bet on the total number of goals in the second half exceeding the total number of goals in the first half;
    “Highest Scoring Period – Draw” – a bet on the total number of goals in the second half being equal to the total number of goals in the first half.
36. “Team 1/2 Player Has The Ball At The Final Whistle”. The Customer needs to predict a player from which team will be in possession of the ball at the final whistle.
37. **Bets on specific players “First To Happen”**: (Costa D.) Will Not Score A Penalty; (Costa D.) Will Get Red/Yellow Card; (Costa D.) Will Be Substituted; (Costa D.) Will Score A Goal”.
    A bet slip on which the earliest outcome is specified will win. For example, a yellow card was shown to Costa D. in the 15th minute, he scored a goal in the 30th minute, and was then substituted in the 40th minute. The bet “(Costa D.) Will Get Red/Yellow Card” will win, while

bets on other outcomes will lose. Should Costa D. fail to enter the field of play, all stakes will be refunded (bets will be settled at odds of 1).

38. **Football. Specials. "Next Manager Retirement"**. Should more than one manager retire on the same day, the retirement which was declared earliest on the team's official website will be deemed the first. All bets made after the retirement of the manager will be settled at odds of 1. The time and date of the retirement will be determined subject to information on the website of the team which terminated their contract with the manager.
39. **Football. "Managers".** No caretaker manager (a person appointed to perform managerial duties) will count for betting purposes. Should a manager who is not on the list be appointed, all bets will stand and be deemed lost. If a club appoints a director, they will not count towards the settlement of bets on the permanent manager market.
40. **Football. "Players"**. Bets on this market will be settled without taking players on loan into account, unless otherwise stated in the "Sports" section ("including loans"). If a player has not left a club in the specified transfer window, all bets will stand and be deemed lost. If a player signs a contract with a club for which no price is offered, all bets will stand and be deemed lost. If all preliminary contracts or other similar agreements confirming the deal are concluded later than the date specified in the market, they will not count towards the settlement of bets.
41. **Bets on penalty shootouts**. If the fifth penalty kick is not taken in a penalty shootout, then the following markets will be refunded:
    "Team 2 To Score Their 5th Penalty - No";
    "Team 2 To Score Their 5th Penalty - Yes".
42. "**Player To Score First Goal And Team To Win With The Score".**
    The Customer should predict which player will score the first goal and the score at the end of regular time (including stoppage time). If a player does not participate in the match or is introduced as a substitute after the first goal has been scored, bets will be settled at odds of 1. If the first goal is an own goal (a player scores in their own team's net), bets on the player who has scored this goal will be settled at odds of 1. If a match is interrupted after the first goal has been scored and is not concluded within the timeframe stipulated in the rules, bets on the player who scored this goal will be settled at odds of 1.
    Bet 1 "Adam Lallana To Score First Goal And Team 1 To Win With The Score 1-0 - yes"
    Bet 2 "Dejan Lovren To Score First Goal And Team 1 To Win With The Score 1-0 - yes"
    Example 1.
    Adam Lallana scored the first goal and Team 1 won with the score 1-0:
    bet 1 wins;
    bet 2 loses.
    Example 2.
    Adam Lallana did not enter the field of play and Team 1 won with the score 1-0:
    stake of bet 1 is refunded;
    bet 2 loses.
43. **Alternative outcomes. "Total Points For Cards".** The Customer should predict the number of points received by the team/teams for cards in the match. Bets are accepted on regular time.
    - No card will count unless it is shown to a player on the pitch;
    - One yellow card is worth 10 points;
    - One red card is worth 25 points;
    - The maximum number of points given for a second yellow card offence resulting in a red card is 25. These points will be given provided that a red card has been shown immediately after a yellow card.
44. **Alternative outcomes. "Points" (Team Performance).** The Customer should predict the number of points earned by the team during the match. Bets are accepted on regular time. No red card will count unless it is shown to a player on the pitch. A corner kick which has to be retaken will not be regarded as a second corner kick and thus will not result in 3 extra points.

Points will be awarded as follows:
- 10 points for each goal;
- 5 points for a win to nil;
- 3 points for each corner;
- - (minus) 10 points for each red card.

45. **Alternative outcomes. “Points In The First Five Minutes”.** Bets made on the first five minutes of play will be settled based on what takes place in the interval from 0:00 to 4:59.
    - A corner kick which has to be retaken will be regarded as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 10 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.
      Points will be awarded as follows:
    - 10 points for each goal;
    - 3 points for each corner;
    - 10 points for each penalty awarded;
    - 5 points for each card.
46. **Alternative outcomes. “Total Points During The Match”**. The Customer should predict the number of points earned by the teams during the match.
    - A corner kick which has to be retaken will count as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 13 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.
      Points will be awarded as follows:
    - 10 points for each goal;
    - 3 points for each corner;
    - 10 points for each penalty awarded;
    - 3 points for each yellow card;
    - 10 points for each red card.
47. ***Cards. Statistics***. Bets will be settled depending on the events during regular time. No card will count unless it is shown to a player on the pitch.
    First Card. Bets will be settled on what occurred in the designated interval of the match. A red or yellow card must be shown in the designated interval. No card will count if an infraction which later resulted in a caution (or dismissal) happened in the designated interval, but the card was shown after the designated interval.
    Total Cards. Bets will be settled including added (stoppage) time. Extra time will not count unless otherwise stated. Only one card will count for a second bookable offence. This means that if a yellow card is immediately followed by a red card, only one card will count for betting purposes. Accordingly, a player may not receive more than two cards per match.
    Last Card. Should there be no cards in the match, the selection “No Cards” will win. All other bets will lose. Should two or more players be involved in a single incident, the market will be settled based on the last card shown.
48. ***Football with 8 players in each team.*** *A match consists of two halves of 30 minutes each (unless the referee and the opposing teams have agreed to a different format). The parties must reach an agreement (for example, that each half should be 25 minutes due to bad lighting) before the match starts and such an agreement must comply with the rules of the tournament.*
    - ***The half-time break*** must not exceed 10 minutes. The duration of the half-time break

may be changed by mutual agreement between the teams and the referee;
    - Only the referee may determine the ***duration of added time***;
    - Additional time must be allocated to make a ***10-meter shot*** awarded at the end of any half in regular time or in extra time;
    - ***Extra time***. The rules may stipulate two equal extra time periods.
49. **Alternative matches.** This is where alternative matches are made up from the teams taking part in matches streamed LIVE. Should there be a forfeit in one of the real-life matches, bets on alternative matches will be settled at odds of "1" (refund),except in cases where the outcome of the bet is already known at the time the match is stopped.
    For example. Alternative match: U.C. Sampdoria – Hellas Verona W1. Actual matches: U.C. Sampdoria – Internazionale 2:0, Udinese Calcio – Hellas Verona 0:2. The score of the alternative match **U.C. Sampdoria – Hellas Verona** is 2:2. The bet loses as the alternative match has ended in a draw.
    Alternative double matches. All teams listed in this market play simultaneously. Bets will be settled on the scores of the matches between the specified teams.
    For example.
    Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim – Total Over 2.5
    Eintracht Braunschweig – FC Schalke 04 ended with the score 0:0. Borussia Dortmund – TSG 1899 Hoffenheim ended with the score 2:1. The combined score of Eintracht Braunschweig/Borussia Dortmund is 0+2=2. The combined score of **FC Schalke 04/TSG 1899 Hoffenheim** is 0+1=1. The combined score of the double matches Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim is 2:1. The first pair beats the second pair by a one goal margin. The total of the alternative double match is 3 goals and thus the bet wins.
50. FIFA. Next President. The acting president of FIFA will not count for betting purposes.
51. **Football. Teams. Special bets. Players.** Bets on a player's statistics will only count if the player in question made an appearance for the specified team. The player must participate in at least one match.
    For example. Football. Liverpool. Season 2015/16. Premier League. Players. Total yellow cards. Only those yellow cards which have been shown to a player while in the Liverpool FC lineup will count for betting purposes. The player must participate in at least one match.
52. Football. Statistics of the first leg and the second leg. The outcomes are given based on the result of both legs. Bets will be settled when the second leg is over.
53. **How The Goal Will Be Scored**. The following rules apply:
    - Own Goal – the bet wins if a goal is scored as an own goal.
    - From A Direct Free Kick – the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
    - Penalty – the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
    - With A Header (Headed Goal) – the bet wins if a goal is scored by the ball hitting a player's head. Own goals will not count for betting purposes.
    - By Kicking – the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player's body apart from the head, such a goal will be deemed to have been scored by kicking.
    - No Goal – the bet wins unless the first (or next) goal has been scored.
54. "Position Of Goalscorer". Bets on this market will be settled based on the official position of a player. The positions are determined according to the "Position" information on http://www.transfermarkt.co.uk/. For matches between national teams, the position of a player

will be determined according to the starting list on the official tournament website.

55. Players, Match-Ups by goals. Bets on this market are settled on the result at the end of regular time. If the player in question is not part of the starting 11, bets will be settled at odds of “1”.
56. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.
57. In the “Distance Covered By A Player” and “Distance Covered By A Team” markets the distance is specified in kilometers and is determined excluding extra time and excluding penalty shootouts. The distance covered by a player (or team) should be rounded to the nearest hundredth of a kilometer.
58. Best player of the match. If a player is not in the starting line-up but plays during the match, all bets on this player shall stand. If the player does not take part in the match, all bets shall be settled at odds of 1.00. In the event that information is missing from the official tournament website, bets shall be settled according to information published on https://whoscored.com.
59. Statistics of national teams in the tournament. These markets will be settled on the results of official matches including extra time (excluding penalty shootouts and own goals) held in the group stage and play-off stage. Markets on the statistics of players in the match will be settled including extra time.
60. A medical team is deemed to have entered the pitch only if given permission by the referee and if medical attention is actually given to an on-field player (bandages, diagnosis of sudden cardiac arrest, cardiopulmonary resuscitation, medical evacuation, etc.). The appearance of the medical team and the referee’s permission are confirmed via a video broadcast. A call for two medical teams at the same time by the referee for different teams counts as one appearance by a medical team. A player being escorted by a medical team off the pitch, a medical team being present near a player without giving medical attention, and medical attention being given to a player behind the sideline are not taken into account in the calculation.
61. **"Main Referee To Watch Video Footage – Yes/No"** - the referee consults the VAR screen. **"VAR To Be Used – Yes/No"**. The use of video review is determined based on the video stream if one of the following occurs:
    - the referee makes the video review sign (a rectangle);
    - the referee consults the VAR screen;
62. **Result. Higher At The End Of The Tournament (Players).** This market will be settled based on the data provided by the official tournament website (including extra time, but excluding penalty shootouts and own goals).
63. Player statistics (season, series of games, tournament). If a player completely stops playing in a season/series of games/tournament for any reason, bets on that player are settled at odds of 1.00 (except for cases where the results of the outcomes have already been determined).
64. The “Player to score more goals” market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
65. “To Be Sent To The Stands”. The Customer should predict whether the referee will send the specified manager to the stands.
66. “Player vs Team”. This market will be settled on the results of official matches. Should a player fail to participate in the match or be included in the starting 11, stakes will be refunded. If a player is dismissed or substituted during the match, all bets will stand.
67. The bet “Stats. Which group will have the most number of goals” will be settled with the odds equal to “1” if an equal number of goals is scored in each group.
68. “Set piece goal”. A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.

69. "Goal From Outside The Penalty Area". Own goals do not count when settling a bet on this market.
70. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will count.
71. For the **“Free Kick”** markets both direct and indirect free kicks are valid (including free kicks after an offside).
72. **Indoor soccer (showball)** is a type of football played in a walled indoor arena with synthetic turf. A match consists of two halves of 20 minutes each or four quarters of 15 minutes each, depending on the agreement between the teams. If a match ends in a draw in regular time, overtime may be awarded. All bets are accepted on regular time.
73. **Multi goal.** It is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.
74. **The next goal, handicap**. It is necessary to predict which team will score the next goal. If there is no next goal in the match, the bet will be settled at odds of 1.
75. Player head-to-heads. Stoppage time is included when settling bets on goals scored by the selected players. This excludes extra time. In the event that at least one of the players does not enter the pitch, head-to-heads involving this player will be settled at odds of 1.00. Bets apply to the starting line-up only.
76. Duel of Sending Off. Bets on sending off of the player are settled including stoppage time, excluding extra time. Bets on sending off are valid for the specified players, not all the team (unless stated otherwise). BC offers the outcomes: player vs player; player vs team.
77. Time periods with no goals (not including added time). The duration of this time interval is calculated as the difference between the minute of the first goal and the start of the match, the difference in the minutes of any subsequent goals, and the difference between the minute of the final goal and the end of the match. If no goals are scored in the match, the time period with no goals in the match will be calculated as 90 mins.
    For bets on time periods with no goals, one team’s time in the lead, and draw duration, only completed minutes are taken into account.
    For example: If the first goal is scored at the 11:01 mark and the second is scored at the 15:59 mark, the time period with no goals is 3 minutes (the 13th, 14th and 15th minutes).
    Example 2: If a goal is scored in added time, it will be considered to have been scored in the 90th minute and will result in two time periods with no goals: 89 complete minutes (0-90) and 0 complete minutes (90 - 90)
78. Tackles. To settle this type of bets, stats published on https://whoscored.com are taken into account.
79. “Dribbling” and “Aerial Duels“. Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
80. **Duel of the Referees**. Betting and odds are based on the number of points assigned to every decision made by a refereeing team.
    Points are assigned as follows:
    1 point for a yellow card.
    A red card awarded after two yellow cards is not added to the score (YC + YC = RC = 2 points).
    2 points for a red card
    0.5 points for an offside called
    3 points for a penalty awarded
    In the event the main referee was replaced or a match started but was not completed (unless the outcome of the bet had already been determined at the time the match was stopped), bets can be refunded.
81. An “Including substitutes” bet will be settled as a win if the specified player or any player who replaces them during the match (including the full chain of substitutions) fulfills the condition

offered.
For example:
A bet is placed on “Gift Orban To Score Including Substitutes: Yes."
During the match, Gift Orban is substituted for Alexander Prass, and Prass scores a goal. The bet is settled as a win.
    - The bet includes events that occur during regular match time, including referee-added time, unless stated otherwise.
    - If the specified player does not start the match, the bet will be settled at odds of 1.00.
    - Own goals do not count for the “Player To Score Including Substitutes” bet.
82. First Touch Of The Ball After The First Corner Kick” market. Bets are settled as follows:
    - “First Touch Of The Ball After The First Corner Kick - W1/W2” will be settled as a win if the first touch of the ball after the first corner kick is made by a player from one of the playing teams. If the referee calls a foul after the corner kick, the touch is awarded to the team whose player puts the ball into play.
    - “First Touch Of The Ball After The First Corner Kick - Neither” will be settled as a win if, after the first corner kick, the ball has not touched anyone and has left the pitch.
    - “First Touch Of The Ball After The First Corner Kick - W1/W2/Neither” will be settled at odds of 1.00 if no corner kicks take place during the match.
83. The “Added Time” bet is settled based on events that occur during the time added by the referee in the first and second halves, including minutes beyond the initial announced time if the referee extends the match.
84. Pre-match bets on stats.
    - The specified event is taken into account when settling the bet. Example: “Total Shots On Target Before 1st Goal”. The shot on target that results in the goal will be included when calculating the total.
    - If the specified event does not occur, then the outcome will be determined based on the actual result at the end of the match. Example: “Total Fouls Before 1st Yellow Card”. If there aren’t any yellow cards, then the outcome will be determined by the number of fouls committed before the end of the match.
    - Bets of this type are not refundable.
85. Expected Goals (xG) Markets.
    For all markets designated as "Expected Goals", "xG", "Total xG", "Team xG", or similar, settlement is based on the Expected Goals value. Expected Goals (xG) is a statistical metric that measures the quality of scoring chances. All "xG" markets are calculated and settled based on data provided by official statistical sources.

8.27. Futsal

1. All bets are settled based on the result at the end of regulation time for each relevant period, (40 minutes total, 2 halves of 20 minutes each). The company bears no responsibility for any inconsistencies between the date and time shown in the sportsbook and the actual start of an event. Start dates and times of events in the sportsbook are approximate. It is advisable to check independent sources of information.
2. Extra time and penalty shootouts are taken into account for bets on the markets “To Qualify”, “Winner”, etc.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 35 minutes for bets to be valid, with the exception of bets on markets whose outcome had already been determined by the time the match was

interrupted.

8.28. Field hockey

1. All bets are settled based on the result at the end of regulation time for each relevant period, (70 minutes total, 2 halves of 35 minutes each or 4 quarters of 17 minutes 30 seconds each). **The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.**
2. Extra time and penalty shootouts are taken into account for bets on the markets “To Qualify”, “Winner”, etc.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 60 minutes for bets to be deemed valid, with the exception of markets whose outcomes had already been determined by the time the match was interrupted.
5. Indoor hockey is a form of field hockey that is played indoors. Matches are divided into 2 halves of 20 minutes each.

8.29. Bandy

1. All bets are settled based on the result at the end of regulation time for each relevant period, (90 minutes total, 2 halves of 45 minutes each or 3 periods of 30 minutes each). **The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.**
2. Extra time is taken into account for bets on the markets “To Qualify”, “To Be Promoted”, “Winner”, etc.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 80 minutes for bets to be deemed valid. In this case, all bets are settled based on the results at the time the match was interrupted.
5. Inline hockey is played on roller skates with a puck or ball. Matches are divided into 4 periods of 12 minutes each.

8.30. Ice hockey

1. Bets on matches are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each), unless labeled otherwise (“With OT” if overtime is included, “Including Overtime And Penalty Shootouts” if overtime and penalties are included):
   Regular time
   Regular time (With OT)
   Regular time (Including Overtime And Penalty Shootouts)
   Example 1: Buffalo Sabres vs Toronto Maple Leafs (Including Overtime And Penalty Shootouts).

Bets are accepted on regular time including overtime and penalties. If the score in the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1), all bets will be settled based on a final score of 2:3. The total number of goals is 5.
Example 2. Buffalo Sabres vs Toronto Maple Leafs (With OT). Bets are accepted on regular time including overtime. If the final score in the match is 2:2 (1:0, 1:1, 0:1; 0:0), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.
Example 3. Buffalo Sabres vs Toronto Maple Leafs. Bets are accepted on regular time only. If the final score in the match is 2:2 (1:0, 1:1, 0:1), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.

2. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
3. At least 55 minutes of play must elapse for bets to stand. In this case all bets will be settled based on the result at the time the match was stopped.
4. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home – away) and in a reversed order. If the latter is the case, no stakes are refunded.
5. “Total”. Where penalty shootouts are taken into account, all goals scored in the shootout by the winning team will be regarded as one goal for settlement purposes, while the goals scored in the shootout by the losing team will be regarded as zero goals.
6. “Goal From 1 To 7 Minute”. If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
7. Bets on the following markets are settled based on the final record or bracket of the body that officially organizes the event: “Higher At The End Of The Tournament”, “Winner Of The Championship”, “Winner Of The Group”, “Scored Points”, “Scored Goals” and “Conceded Goals”.
8. The bet “Period () > Period () - Yes” will lose if an equal number of goals has been scored in both specified periods.
9. Bets on “Top Goalscorer (Points)” markets are settled based on statistical “goals + assists” data available on the official tournament website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
10. “Team To Win And Total Under/Over”. The Customer should predict which team will win the match and how many goals will be scored (more or fewer than the specified number). Bets on NHL and KHL matches, as well as on matches which form part of other championships and international tournaments, are accepted on regular time.
11. “Race To 3 (5 etc.) Points”. The Customer should predict which participant will be the first to score the specified number of points in the match. If any participant refuses to continue for any reason before they or their opponent scores the specified number of points, bets will be settled at odds of 1.
12. “Team 2 To Win In Overtime - No". The bet will win if either no overtime takes place or Team 2 loses in overtime. Bets on the win in a penalty shootout are settled in the same manner.
13. “Overtime win”. The winner must be determined in overtime (OT).
The score is (0:0; 1:1; 1:0) – the bet loses.
The score is (0:0; 1:1; 0:0; 0:1) – the bet wins.
The score is (0:0; 1:1; 0:0; 0:0; 1:0) – the bet loses.
14. Bets on markets labeled **“Total Penalty Time”** are made on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** will count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record.
Bets on markets labeled **"Total Minor Penalties"** are made on the number of minor penalties.
15. Bets on markets labeled “Shots On Goal”. The number of shots on goal will be determined only

on the basis of the official record.

16. Player's Individual Total (in ice hockey). The Customer should predict the total number of points scored by a player, where points are awarded for goals and assists. All bets on a player's individual total number of points are only accepted on regular time. Should a player fail to take to the ice, bets on them will be settled at odds of 1.
17. Bets on "To Score First And Win The Match" are accepted on regular time.
    Example: The bet "Team 1 To Score First And Win The Match - No" will be settled as a loss if that team does not score first or if they do not win the match.
18. "Total Interval From 6 To 8 – No"
    Example:
    "Total Interval From 6 To 8 - No". The score is (2:3). The total amounts to 5. The bet wins.
    "Total Interval From 6 To 8 - No". The score is (3:4). The total amounts to 7. The bet loses.
19. Total Goals Scored During Power Play. The Customer should predict the number of goals scored in power play situations.
    Example. Team 1 scored one goal while in a power play. Team 2 scored no goals while in a power play. Accordingly, there was only one goal scored in total during power play in the match. The bet "Total Goals Scored During Power Play UNDER 1.5" wins.
    The bet "Total Goals Scored During Power Play OVER 1.5" loses.
20. "Empty Net Goal Will Be Scored". The bet will win if, at the time a goal is scored, the goaltender is not on the ice (i.e. if the goaltender has been replaced by a skater).
21. "Total Hat-tricks (3 Goals By One Player) Over 0.5". Only scored goals will count (no assists will be taken into consideration when determining a hat-trick).
22. "Highest Scoring Period".
    "Highest Scoring Period - 1" – the teams will score more goals in the first period than in the second or third period.
    "Highest Scoring Period - 2" – the teams will score more goals in the second period than in the first or third period.
    "Highest Scoring Period - 3" – the teams will score more goals in the third period than in the first or second period.
    "Highest Scoring Period - Draw" – the teams will score an equal (highest) number of goals in at least two periods.
23. Bets on matches within the KHL Nadezhda Cup are only accepted on regular time. The result of a match is determined at the end of regular time (a match may end in a draw).
24. Bets on "Match Winner" are settled based on the rules of the tournament the match is part of.
25. **Alternative matches**. For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
    Example. Alternative match. Avangard – Sibir. Total Over 5.5. The actual matches are Avangard – Salavat Yulayev, which finishes with a score of 4:1 and Metallurg – Sibir, which finishes with a score of 1:2. The score of the alternative match **Avangard – Sibir** will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.
    Alternative double matches. All teams specified in this type of market play simultaneously. The scores with which the said teams end their true matches count for betting purposes.
    Example.
    Torpedo/SKA – Dinamo/CSKA Total Under 7.5
    The match Torpedo – CSKA ended 3:2. The match SKA – Dinamo ended 2:1. The combined score Torpedo/SKA equals 3+2=5. The combined score Dinamo/CSKA equals 1+2=3. The combined score Torpedo/SKA – Dinamo/CSKA is therefore 5:3. The total number of goals in the alternative match equals 8. The bet loses.
26. **For bets on "Top Goalscorer (Goals)",** the bettor must predict who will score the most goals. Bets are settled based on statistical data available on the official league (tournament)

website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.

27. “**Total Minor Penalties”.** The Customer should predict the total number of minor penalties in the match.
28. “Total Goals Scored By A Player”. The Customer should predict the total number of goals scored in the opposing team’s net by a specific player.
29. “Top Statistic Plus-Minus (Including Overtime)”. Bets are settled subject to the following rules: a team which has fewer members or the same number of members as the opposing team scores a goal (scored penalty shots do not count), and players of this team being on the ice at the time of the goal get one “plus”. It does not matter whether the opposing team’s goaltender is in-goal at this time or whether they have been substituted by a skater and the net is empty. Accordingly, the team which has more members on the ice or the same number of members as the scoring team gets one “minus”, when they concede a goal. The statistics shall be gleaned from the official sources.
30. Duel of the players. Points (goal + assist). In this type of game, in the bets on the "Next goal" both goal and assist will count.
31. The "VAR To Be Used" market includes any use of VAR to replay a disputed incident.
32. First 2 Minute Penalty. The type of violation for which the first penalty is awarded must be specified. For example, tripping, roughing, too many players, etc. If two or more types of violation occur simultaneously, then these markets are settled at odds of 1.00, and remaining bets are settled according to the market terms and conditions.
33. “First/Last Penalty - Mutual - Yes/No”. In the event of no penalties during the match:
    - the “Yes” outcome will be settled as a loss
    - the “No” outcome will be settled as a win

8.31. Bowls

1. Bets can be placed on sets and matches. The full number of sets in a match must be played. In the event that a winner is declared before this has happened, bets on sets in the match in question are deemed void, with the exception of markets whose outcomes had already been determined.
2. In the event that a winner is declared in a match before the full number of sets has been played, the bets on the match are settled based on the official winner, provided that at least one end has been completed.
3. In the event that any specified match participant is changed before the match starts, all bets are deemed void.
4. In the event that a match starts but is not completed, the player that progresses to the next round is deemed the winner.

8.32. Chess

1. Bets on games are settled based on the official result of the game. Bets on matches are settled based on the results of all games in the match.
2. If, at the end of a tournament, several players share first place, and a tie-break for first place is not played, the dead heat rule is applied for the purposes of settling bets (Rule 2.12).
3. If a game is delayed or postponed for any reason, all bets remain valid until the end of the game or tournament.
4. If a game ends in a draw, all handicap bets are deemed void.

8.33. Formula 1, Motorcycle Racing

1. If a race is not completed and an official result is not declared, all bets are deemed void, with the exception of markets whose outcomes had already been determined.
2. All bets are settled based on the official classifications published by the Federation Internationale de l'Automobile (FIA) immediately after the final race of the season.
3. When settling bets on qualification, the official FIA qualifying time is used. The time on the third stage is used for bets on “Fastest Racer”. If there is no third stage, bets are settled according to the official results published by the FIA. Penalties are not taken into account when settling bets; however, in accordance with FIA rules, time penalties in qualifying races are taken in consideration. The drivers in a race must begin the first stage for bets to be valid. For bets on “Fastest Qualification Lap 1 and 2”, both drivers must begin the special stage for bets to be valid.
4. “To Be Classified”. To be classified, a driver must complete 90% of the number of laps completed by the winner. If a driver withdraws from a race after completing 90% of the number of laps completed by the winner, they are deemed to be classified.
5. “Race Winner” (in final classification). The winner is deemed to be the driver who takes first place in the final standings (classification) of a race.
6. “Finishing Position In The Final Standings”.
7. “Head-To-Head”. The bettor must predict which of a specified pair of drivers will perform better. The driver who finishes higher in the final standings of the race is deemed to have performed better. Both drivers must start the race for bets to be valid. If neither driver completes the race, the driver who completes more laps is deemed to have performed better. If both drivers withdraw in the same lap, bets are settled at odds of 1.00. "If a driver does not qualify, their position is determined according to the final classification."
8. “To Complete The Race - Yes/No”. The bettor must predict whether a particular driver will finish the race or not. A driver is deemed to have finished if they are classified behind the leader.
9. “Fastest Lap”. The bettor must predict which driver will set the fastest lap time.
10. Warm-up laps are counted as part of a race.

8.34. Lacrosse

1. Bets on lacrosse matches are settled with overtime taken into account.
2. If a goal is scored at 09:00, it is considered to have been scored between the first and ninth minutes. If a goal is scored at 01:00, it is considered to have been scored in the first minute.

8.35. Politics

1. “Winner”. If a candidate withdraws before voting has been completed, or if they are barred from running, bets are settled at odds of 1.00.

8.36. eSports

1. All total and handicap bets on rounds for Counter-Strike are accepted, including all possible overtimes.
2. Should any player (or team) drop out of a match (for any reason), they will be deemed to have

been defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of 1.00, unless the outcome had already been determined at the time the match was stopped.
3. If a match is postponed for more than 24 hours, the company reserves the right to settle bets at odds of 1.00.
4. No bet will be canceled due to a misprint in the username of a player or a team, even if they use smurf accounts. No substitution of a team member, even if this occurs during the match, will affect bets.
5. If the administrator stops a match and orders a rematch, the result of the discontinued match will not count.
6. "Map Ends In Daytime" markets are based on the in-game day and night cycle. The first day starts at minute 0 and alternates with night every 5 minutes. Any instance where day or night is brought about by other game mechanics will not be taken into account when settling bets.
7. In Dota 2 and League of Legends, the winner of a map or a match is declared after the throne or the nexus of either team has fallen.
8. In Dota 2, if First Blood is taken by a "tower" or by "neutral creeps", the kill won't be counted and the death will not affect the match result.
9. Bets on kill streaks ("Triple Kill", "Quadra Kill", "Penta Kill", "Ultra Kill", "Rampage", etc.) are settled based on whether the streak in question is completed, regardless of other events in the match:
   - if the streak is recorded, then "Yes" bets win and "No" bets lose
   - if the streak is not recorded, then "Yes" bets lose and "No" bets win
   Bets on "Largest Multi-Kill" are settled based on the highest kill streak achieved in the match. Example (Dota 2): if there is a Rampage, then "Rampage - Yes" bets and "Ultra Kill - Yes" bets win, and Rampage is counted as the largest multi-kill.
10. Bets on the next frag that's a multiple of 10 (20th, 30th, 40th etc.) in Dota 2 are bets on the next set of frags. The winner is the team that gets the next 10th (20th, 30th, 40th, etc.) frag on the map. Example: the score went from 5-4 to 5-5, Team 2 wins.
11. Bets on the duration of a map in minutes will be settled based on the on the number of seconds that have already passed in each minute of the game. So, if the market "Duration Of The Map Over 27.5" is selected, the map needs to end after 27:30 for the bet to win – i.e., at 27:35, 27:44, etc. If the map ends at 27:15, the bet loses; and if the map ends at 27:30, the bet will be settled at odds of 1.00.

Counter-Strike: Global Offensive (CS:GO)

1. Winner – a bet on the match winner. A match is considered to have started after the first kill in the pistol round. A 1x2 bet is similar to a Winner bet, but with draws included as a potential outcome. This bet is offered in matches where a draw is possible (for example, BO2 matches or BO1 matches without overtime).
2. 0 Handicap – a bet on one of the teams winning, excluding a draw. If the match ends in a draw, the bet is settled at odds of 1.00 (refund).
3. Total Maps - Odd/Even – a bet on whether the number of maps played in a match will be odd or even.
4. Total Maps – a bet on the total number of maps played during a match, including overtime.
5. Correct Map Score – a bet on the exact final score of a particular map in a match.
6. Total Rounds – a bet on the number of rounds played by both teams in a match.
7. Individual map results:
   - Winner (including OT) – a bet on the winner of a particular map in a match, including additional rounds.
   - First Half Winner – a bet on the first team to win 7 rounds on a particular map.
   - Total Rounds Odd/Even – a bet on whether the number of rounds played on a particular

map will be odd or even.
    - Total Rounds – a bet on the total number of rounds played on a particular map.
    - Total Rounds To End With The Bomb Detonating – a bet on the number of rounds that will end with the bomb exploding on a particular map.
    - Will There Be Overtime? Yes/No - a bet on whether a particular map will have overtime.
    - Teamkill Yes/No – a bet on whether the selected team will perform a teamkill on a particular map. A "teamkill" is when a player is killed by one of their own teammates.
    - Knife Kill Yes/No – a bet on whether the selected team will kill an opponent with a knife on a particular map.
8. Pistol round results 1 and 13 rounds in the overall standings on a map):
    - Pistol Round (X) Winner – a bet on which team will win a particular pistol round on the specified map.
    - Two Pistol Rounds Winner – a bet on which team will win both pistol rounds on the specified map.
    - Bomb Planted in Round (X) – a bet on whether the bomb will be planted in a particular round on the specified map.
    - Total Pistol Rounds Won – a bet on whether the selected team will win the specified number of pistol rounds in a match.
    - Total Pistol Round Kills – a bet on the total number of kills by both teams in a particular pistol round on the specified map.
9. Individual team results:
    - Total Rounds – a bet on the total number of rounds won by a particular team in a match.
    - Total Map Rounds – a bet that a particular team will win the specified number of rounds on the specified map.
    - Total Rounds Won by Terrorists/Counter-Terrorists – a bet that a particular team will win the specified number of rounds on the specified map while playing either attack (Terrorists) or defense (Counter-Terrorists).
    - Round (X) Winner – a bet on the selected team winning a particular round on the specified map.
    - Victory in a round is achieved by killing all opponents on the map, detonating/defusing the bomb, or according to the outcome when the time limit runs out.
    - Map (X) – race to X rounds – a bet on which of the teams will be the first to win the specified number of rounds on a particular map.
    - Map (X) – correct score – a bet on whether a particular map will end with the specified score.
10. Overtime – victory on a map is achieved by winning at least 13 rounds. In the event of a draw on a map (when the round score is 12-12), tournament regulations typically stipulate playing 6 additional rounds of so-called "overtime". Victory in overtime is awarded to the first team to win 4 of the 6 additional rounds. In the event of a draw in overtime (both teams win 3 rounds each in overtime), another 6 rounds of overtime are played.
    - Map (X) – Correct Score In Overtime (X) - a bet that the specified overtime period on a particular map will end with the specified score.
    - Map (X) – Odd/Even Rounds In Overtime (X) – a bet on whether the number of overtime rounds played will be odd or even.
    - Map (X) – Total Rounds In Overtime (X) – a bet on the total number of rounds played in a particular overtime period.
    - Map (X) – First-Half Winner In Overtime (X) - a bet on which team will be the first to win 3 rounds in a particular overtime period.
11. Player With The Most/Fewest Frags. A bet on a player to achieve the highest/lowest number of kills out of all the players on both teams at the end of the map specified. If the number of kills is tied between two or more players and they share the same position, ADR (Average Damage per

Round) will be used as an additional indicator to determine the winner. For bets on the highest value, the higher ADR is taken into account; for bets on the lowest value, the lower ADR is taken into account.

12. When settling bets on frags (including bets on frags using a specific type of weapon), for any period of the game specified in the bet, only frags committed against players on the opposing team are taken into account. Frags against players on the same team (teammates) and fatal accidental damage from a player's own weapon (HE Grenade, Molotov, etc.) do not count.

8.37. Olympics

1. The start of the first qualifying round during the Olympic Games is considered to be the start of the competition.
2. Bets on the number of medals are settled based on the official medal count at the start of the closing ceremony.
3. If an event is postponed, postponed moved to a different venue or rescheduled for a different day, all bets remain valid until the event has been completed.
4. For "Match-Up" bets (athlete or team), both competitors must start the event for bets to be valid. If one competitor withdraws for any reason, their opponent is deemed to be the winner. If neither competitor completes the event, all bets on that event are deemed void.

8.38. Winter Sports

1. The start of the first qualifying round is considered to be the start of the competition.
2. For "Match-Up" bets (athlete or team), both competitors must start the event for bets to be valid. If one competitor withdraws for any reason, their opponent is deemed to be the winner. If neither competitor completes the event, all bets on that event are deemed void.

8.39. Gaelic Football, Hurling

Gaelic football is a team sport similar to football and rugby.

1. All bets are settled based on the results at the end of regular time (70 minutes total, 2 halves of 35 minutes each, or 60 minutes total, 2 halves of 30 minutes each). For bets to be valid, a match must be played to completion, with the exception of markets whose outcomes had been determined at the time the match was interrupted.
2. All bets are settled based on the final score of the match: a goal is worth 3 points and is awarded when the ball is kicked into the net; a point is worth 1 point and is awarded when the ball goes over the crossbar. The goalposts are similar to those used in football, only the posts extend higher above the crossbar.

Example: Team 1 scores 0-12 (0 is the number of goals, 12 is the number of points), and Team 2 has scored 2-5 (2 goals worth 3 points each and 5 individual points = 11 points altogether). The final score is 12:11 and Team 1 wins.

8.40. Weather

Weather at airports. We accept bets on weather indices recorded at airports around the world for

transmitting weather data.
Bets are accepted on the air temperature and atmospheric pressure indices.

Bets are calculated on the basis of METAR weather reports. Bets are calculated if a change of weather is recorded in the METAR code with the exact date, time, airport, and weather conditions of the bet within an hour and a half of the time specified in the bet. If during that time the results cannot be established, the corresponding bets are settled with the odds equal to 1.

The figures used for the calculation of bets are obtained as follows:

- Air temperature data is provided in degrees Celsius and used for calculation without conversion.
- Atmospheric pressure data is provided in hectopascals. For the calculation of bets hectopascals are converted to millimetres of mercury and rounded to one decimal place.
- Wind speed data is provided in knots or miles per hour. For the calculation of bets knots or miles per hour are converted to kilometres per hour and rounded to the one decimal place.
- All rounding is mathematical, i.e. when the first number dropped is 5, the last decimal place is rounded up.

The calculation of bets can be revised due to changes in new incoming data. Neither personal observations by customers nor data from any sources other than those indicated in the Terms and Conditions are taken into account.

8.41. Futsal 4x4

1. Both goals must be equipped with a net. The absence of court markings (either full or partial) does not constitute grounds for a match to be canceled.
2. Matches feature 2 teams of no more than 4 players each.
3. Teams can make an unlimited number of substitutions. Players who have been substituted may later re-enter the field of play.
4. If there are more than 4 players from either team on the pitch at any one time, the last player(s) to enter the field of play will receive a yellow card.
5. Matches last for 2 halves of 13 minutes each (actual playing time).
6. If, from a throw-in, the ball touches a player from the opposing team and goes into the net, this is counted as a goal.
7. The team that scores the most goals in a match is deemed to be the winner. If both teams either score an equal number of goals, or if no goals are scored, the match ends in a draw.
8. Players are sent off for 2 minutes if they receive a red card. Once this time has passed, they can be replaced on the pitch by another player.
9. A free kick is awarded to a team in the event that a player from the opposing team commits any of the following infringements and the referee deems their actions to be either careless, reckless or excessively aggressive: kicking/attempting to kick an opponent, tripping/attempting to trip an opponent, stamping on an opponent, hitting/attempting to hit an opponent with their hand, pushing an opponent, or engaging in a tackle where there is physical contact. Free kicks are awarded from the spot where the infringement in question took place.
10. A penalty (a shot at an open goal from the halfway line) is awarded to a team if the opposing team commits 3 fouls in one half (a penalty is awarded after the 4th foul) or if a player handles the ball in the penalty area.
11. The penalty area has a radius of 50 cm. With the exception of the goalkeeper, players cannot use their hands to defend the goal. No more than one player can be in the penalty area at any time.

8.42. Esports Football

Esports football means a broadcast of a multiplayer football simulator game.

1. All bets are settled after the match has been completed.
2. The minimum stake for any event is €0.20.
3. The maximum stake is determined for each individual event by the betting company.
4. Minimum and maximum stakes may be changed without prior notification being given to users.
5. Bets are accepted on regular time.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. Bets on esports Champions League matches are accepted both pre-match and live. All matches are streamed online.
8. **Available bets** (regular time):
    - Winner
    - Double Chance
    - Handicap
    - Total (Over/Under)
    - Team Total (Over/Under)
    - Total (Odd/Even)
    - Correct Score
    - Next Goal

8.43. Esports Basketball

Esports basketball means a broadcast of a multiplayer basketball simulator game.

1. All bets are settled after the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. Bets are accepted on regular time.
5. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
6. Bets are accepted both pre-match and live. All the matches are streamed online.
7. **Available bets** (regular time):
    - Winner
    - Handicap
    - Total (Over/Under)
    - Team Total (Over/Under)

8.44. Esports Ice Hockey

Esports ice hockey means a broadcast of a multiplayer ice hockey simulator game.

Bets are accepted on the Stanley Cup.

1. All bets are settled after the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. Bets are accepted on regular time.
5. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
6. Bets are accepted both pre-match and live. All matches are streamed online.
7. **Available bets** (regular time):
    - Winner
    - Double Chance
    - Handicap
    - Total (Over/Under)
    - Match Winner
    - Will There Be Overtime? - Yes/No

8.45. Counter-Strike

1. Bets can be placed on the multiplayer shooter videogame Counter-Strike
2. Bets are accepted on matches between teams. Games are played up to 11 wins (maximum 21 rounds).
3. All bets are settled after the match has been completed.
4. The maximum stake is determined for each individual event by the betting company.
5. Minimum and maximum stakes may be changed without prior notification being given to users.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. For bets on "Bomb Planted - Yes/No", the round in which the bomb is planted (before or after all Counter-Terrorists have been killed) makes no difference. For the purposes of this bet, all that matters is whether the bomb is planted.
8. If the bomb is planted, bets on “W1/W2 In Round” are settled as follows:
    - If the bomb is defused, “W1” wins, “W2” loses
    - If the bomb explodes, “W1” loses, “W2” wins.
9. Bets are only accepted only live. All matches are streamed online.
10. **Available bets:**
    - Winner
    - Handicap
    - Total (Over/Under)
    - Team Total (Over/Under)
    - Bomb Planted
    - Winner In Round
    - Round Total
    - Round Handicap
    - Total Headshots In Round
    - Total Frags* In Round
    - Total Frags In Round (Even/Odd)

- Method Of Win In Round
- Round Duration
- Bomb Defused
- Round Win
- First Frag* In Round - Team
- Suicide** In Round
- Total Headshots*** In Round
- Win To Nil In Round

**Frag - point awarded for killing of an enemy*
***Suicide – death by falling from a height, death from a bomb*
****Headshot – shooting another player in the head*

8.46. Esports UFC

Ultimate Fighting Championship is a mixed martial arts competition.

1. **Submission** – a win by forcing the opponent to submit with a painful hold.
2. **Takedown** – any successful throw.
3. **Knockout** (KO) – a fighter is knocked unconscious as a result of a legal strike.
4. **Knockdown** — a situation whereby a fighter touches the floor of the ring with a knee, arm or hand, for example, as a result of being dealt a legal strike.
5. **Technical knockout** (TKO) – the stoppage of a fight by a third party due to the perceived inability of one fighter to continue. Technical knockouts can be divided into three categories:
   - *Referee stoppage* – the referee decides that one fighter is unable to effectively defend themselves and stops the fight.
   - *Physician stoppage* – a physician present a ringside decides that the continued participation of one fighter places the life or health of the participant in danger.
   - *Corner stoppage* – the corner of a fighter signals that the fight should be stopped.
6. **Types of bets:**
   - Winner
   - Method Of Win (Points Win, Knockout Win, Technical Knockout Win, Submission Win)
   - Fight Duration (Bout Will End In Round ())
   - Total (Total Knockdowns Over/Under (), Total Takedowns Over/Under ())

8.47. World of Tanks

Bets can be placed on broadcasts of the multiplayer game World of Tanks.

1. All bets are settled once the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).

6. Bets are accepted both pre-match and live. All matches are streamed online.
7. The winning team is the team that destroys all enemy tanks (15) or captures the enemy base.
8. If a match ends with both bases captured or if neither team destroys all the enemy tanks, the match ends in a draw.
9. Bets are accepted on a random tank battle in the multiplayer online game "World of tanks", where players are selected at random.
10. Each team’s score is calculated based on the number of enemy tanks destroyed by any means.
11. **Available bets:**
    - Winner
    - Handicap
    - Total (Over/Under)
    - Flag Captured

8.48. Esports Tennis

Esports tennis means a stream of a multiplayer tennis simulator game.

1. All bets are settled after the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. The length of a game is 1 set.
5. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
6. Bets are accepted both pre-match and live. All matches are streamed online.
7. Double Fault, Ace, and Out markets are settled based on precedent. Even if an event is canceled by umpire’s decision, it will still be deemed to have occurred.
8. **Available bets. Handicap and Total bets are calculated in terms of games**
    - Winner
    - Handicap
    - Total (Over/Under)
    - Team Total (Over/Under)
    - Correct score
    - Total (Odd/Even)
    - Game Winner

8.49. Dota 2

1. Bets can be placed on streams of the multiplayer games Dota 2 and League of Legends.
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
3. Bets are accepted both pre-match and live. All matches are streamed online.
4. Dota 2 and League of Legends bets on a team to win a map or match are settled based on one team’s throne or nexus being destroyed.
5. The match is considered void if it lasts less than 15 minutes.
6. The match is considered void if one player leaves the game before “First Blood”.

7. One or more players leaving a game before it has been completed does not constitute grounds for bets to be refunded. Bets are settled regardless.
8. Bets are accepted on a random match, streamed online and played by real random players.
9. **Available bets:**
    - W1 and W2 – the winner is the team that destroys the opponent's throne
    - Total Frags Over/Under – a team's total frags at the end of a game
    - Frags, Race To – the first team to reach the specified number of frags wins the race
    - Who Will Beat Roshan – a bet on which team will be the first to kill Roshan
    - First Blood – a bet on which team will score the first frag

8.50. Worms

1. Bets can be placed on streams of the multiplayer turn-based game Worms.
2. Two teams of four worms take turns to make moves and use a variety of weaponry.
3. The object of the game is to destroy the enemy team.
4. The game lasts until one team wins.
5. All bets are settled after the actual end of the event in question.
6. The maximum stake is determined for each individual event by the betting company.
7. Minimum and maximum stakes may be changed without prior notification being given to users.
8. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
9. Handicap, total and correct score bets are accepted on frags.
10. If a team has at least one worm left alive when all the opponent's worms have been destroyed, that team wins.
11. A draw is possible if the last worms of both teams die at the same time - during the same turn.
12. **Available bets**
    - Winner
    - Handicap
    - Total (Over/Under)
    - Total (Odd/Even)
    - Correct Score

8.51. Esports WWE

Bets can be placed on streams of World Wrestling Entertainment simulator matches.

1. All bets are settled after the actual end of the event in question.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
5. Bets are accepted both pre-match and live. All matches are streamed online.
6. The ring is a raised platform enclosed by ropes.
7. **Available bets**
    - Winner. The winner is the fighter who grabs the belt hanging over the ring.

- Item Will Be Taken - Yes/No – whether an item will be taken from under the ring.
- Fight On A Ladder - Yes/No – whether the first strike will take place on the ladder.
- Table Will Be Broken - Yes/No – the table is considered to be broken if it breaks into pieces. Folding tables do not count. Broken tables taken from under the ring do not count.
- Second Ladder Will Be Taken - Yes/No – whether a second ladder will be brought into the ring. The same ladder entering the ring more than once is still considered to be one ladder.
- Steps Will Be Broken - Yes/No – whether the steps located on the corners of the ring will be broken.

8.52. Esports Cricket

1. FIVE 5 Matches consist of one innings, with a maximum of 5 overs per team. Each over has 6 balls.
2. Each match begins with a coin toss. The team that wins the coin toss decides whether they want to field (bowl) or bat first.
3. The team that bats first has 5 full overs to score as many runs as they can. The other team, in their half of the innings, plays until they score more runs than the first team did or until 5 full overs of 6 balls have been bowled.
4. The team that scores the most runs wins. If both teams score the same number of runs, the team that takes more wickets than the other team (the team that has fewer batsmen dismissed) wins. If both teams score the same number of runs and take the same number of wickets, the match ends in a draw.
5. Bets on the match total, team totals, over totals and ball totals are settled in terms of the number of runs scored (including extras).
6. Bets on “Total Fours” are calculated based on the number of balls from which exactly 4 runs are scored (not including extras). The batting team can score 4 runs either by hitting the ball over the boundary without it being stopped by the fielding team (if the ball touches the ground before crossing the boundary) or by running between the two wickets four times with the ball in play.
7. Bets on “Total Sixes” are calculated based on the number of balls from which exactly 6 runs are scored (not including extras). The batting team can score 6 runs either by hitting the ball over the boundary without it being caught by the fielding team or by running between the two wickets six times with the ball in play.
8. Bets on “Highest Opening Partnership” are calculated based on the number of runs scored (not including extras) before the first batsman is dismissed. If no batsmen are dismissed, the score of the opening partnership is the total runs scored by the team (not including extras).
9. All bets are settled after the actual end of the event in question.
10. The maximum stake is determined for each individual event by the betting company.
11. Minimum and maximum stakes may be changed without prior notification being given to users.
12. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.

8.53. Mortal Kombat X

1. Bets are accepted on competitions between two opponents played up to 5 victories. A maximum of 9 individual fights can be played.

2. All bets are settled after the actual end of the event in question.
3. The winner is the fighter who kills their opponent.
4. The maximum stake is determined for each individual event by the betting company.
5. Minimum and maximum stakes may be changed without prior notification being given to users.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. Bets are only accepted live. All matches are streamed online.
8. **Available bets**
    - **On a round:**
        - Winner In Round
        - Round Duration* (Over/Under)
        - Flawless Victory - Yes/No (the winner takes no damage from their opponent)
        - Types of finishing move: Brutality, Fatality or no Fatality (Faction Kills are considered Fatalities).
          The duration of a round is the number of seconds elapsed since the start of the round, which is calculated by subtracting the lowest number shown on the 90-second countdown timer (the standard number on the timer at the start of a round) from 90. Example: if the countdown stops on 74, the duration of the round is 90 - 74 = 16 seconds.
    - **On a tournament:**
        - Tournament Winner
        - Total (Over/Under)
        - Fighter Total (Over/Under)
        - Total Finishing Moves by type (Over/Under).

8.54. Esports Golf

1. Esports Golf means a stream of a golf simulator.
2. All bets are settled after the actual end of the event in question.
3. The maximum stake is determined for each individual event by the betting company.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
5. Matches involve two players who play four holes each.
6. The player who completes all four holes in the fewest strokes is deemed the winner. If both players take an equal number of strokes, the match ends in a draw.
7. The player who takes the fewest strokes on a single hole is deemed to have won that hole. If both players take the same number of strokes, the match ends in a draw.
8. A par is assigned to each of the four holes. Par is the number of strokes that a player must make to complete the hole according to the rules. The par for each hole is shown in the table of results. Bets can be placed on the market “Total Over/Under Par”.
9. The result of a match is determined according to the final statistics table. Issues with the game’s graphics do not constitute grounds for bets to be refunded.

8.55. Esports Baseball

1. Esports Baseball means a stream of a multiplayer baseball simulator game.
2. Bets are accepted on traditional baseball where each team has nine members.
3. All bets are settled after the event has been completed.
4. The maximum stake is determined for each individual event by the betting company.
5. Minimum and maximum stakes may be changed without prior notification being given to users.
6. If, after regular time (three innings), a match ends in a draw, an extra inning is played. In this case, all bets are settled including extra innings.
7. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
8. Bets are accepted both pre-match and live. All matches are streamed online.
9. **Available bets:**
    - Winner
    - Team Handicap
    - Total (Over/Under)
    - Team Total

8.56. Street Fighter V

1. Bets can be placed on streams of the multiplayer game Street Fighter V.
2. Bets are accepted on competitions between two opponents played up to 2 wins. A maximum of 3 individual fights can be played.
3. All bets are settled after the event has been completed.
4. The winner is the fighter who kills their opponent.
5. The maximum stake is determined for each individual event by the betting company.
6. Minimum and maximum stakes may be changed without prior notification being given to users.
7. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
8. Bets are only accepted live. All matches are streamed online.
9. Available bets On a round:
    - Winner In Round
    - Round Duration (Over/Under)*
    - Win In Round - P – (the winner takes no damage from their opponent)
    - Regular Win In Round (V)
    - Type Of Finishing Move: EX (Enhanced Special Move), C (Charge Move), CA (Critical Art). The type of finishing move is shown at the top of the screen near the timer.

* The duration of a round is the number of seconds elapsed since the start of the round, which is calculated by subtracting the lowest number shown on the 99-second countdown timer (the standard number on the timer at the start of a round) from 99. Example: if the countdown stops on 59, the duration of the round is 99 - 59 = 40 seconds.

8.57. Esports Pool

TOURNAMENT: EIGHT-BALL POOL.

1. Esports Pool means a stream of a multiplayer pool simulator game.
2. Bets are accepted on a pool game between two opponents. The game is played until one player wins.
3. All bets are settled after the event has been completed.
4. The maximum stake is determined for each individual event by the betting company.
5. A stake can be limited without any notification and giving reasons.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. Bets are only accepted live. All matches are streamed online.
8. Ways to win:
    - There are 4 types of ball in the game: the cue ball (white ball), solid-colored balls (solids), striped balls (stripes), and the black (eight) ball. The game ends when the black ball is potted or is knocked off the table. Each player is assigned either solids or stripes, according to the result of the break shot.
    - A regular win is declared if a player pots the black (eight) ball after potting all seven of their colored balls (solids or stripes).
    - A win by default is assigned to one player if their opponent pots the black (eight) ball before potting all seven of their colored balls (solids or stripes), pots the black ball together with the cue ball, or if the black ball is knocked off the table.
9. Available bets:
    - Winner
    - Method Of Win
    - One or More Balls Potted With Break Shot (a bet on this happening wins if one or more balls (not including the white ball) are potted on the first break shot – retaken break shots are not counted)
    - Ball To Jump Off The Table (a bet on this happening wins if one or more balls (not including the white ball) are knocked off the table during the game)
    - Number Of Unpotted Balls On The Table At The End Of The Game (not including the white ball)

8.58. 21

Card game 21

1. Card game 21 is a variation of the classic game. At the start of a game, the player and the dealer both receive two cards each, in turn, in the following order: player-dealer-player-dealer. If one of them scores 21 points with their first two cards, the game is over and the players compare points. Otherwise, the player has the right to take one additional card at a time until they decide to stop, they have 5 cards in their hand, the total value of their hand is equal to 21, or they score more than 21 points (bust). If a player goes bust, they automatically lose. In all other cases, the dealer takes their turn. The dealer must keep taking cards until their hand has a score of 17 points or more, they have 5 cards in their hand, or their hand has a higher score than the player. If the dealer goes bust, they lose. In all other cases, the points scored by the player and the dealer are compared. The winner is the participant who scores more points than their opponent. If both participants score the same number of points, the game ends in a draw. 21 is played with a 36-card deck. The cards rank as follows: 6, 7, 8, 9, 10, J, Q, K, A. The value of the cards according to their rank are as follows: 6, 7, 8, 9, 10, 2, 3, 4, 11. A "Golden Point" is a winning combination when the player or dealer holds two Aces in their hand. A golden point

counts as 21).
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void. In the event of any software failures, the game may be interrupted, in which case all unsettled bets will be refunded.
3. Available bets:
    - Winner
    - Total (Over/Under)
    - Individual Total (Over/Under)
    - 21 Points Will Be Scored (Yes/No)
    - Dealer/Player To Score 21 Points (Yes/No)
    - Will There Be "Golden Point"
    - Player/Dealer To Receive "Golden Point"
    - Bust (Yes/No)
    - Dealer/Player To Go Bust (Yes/No)
    - Game To End Straight After Deal (Yes/No)
    - Dealer/Player To Get Card (Suit)
    - Dealer/Player To Get Card (Rank)
    - Dealer/Player To Get Card

Classic card game 21

1. At the start of a game, the player and the dealer each receive one card. The dealer's card is placed face down on the table, so that the value of the card cannot be seen. The player then takes one additional card at a time until they decide to stop, they have 5 cards in their hand, the total value of their hand is equal to 21, or they score more than 21 points (bust). If the player scores 21 points, they automatically win. If the player goes bust, they automatically lose. In all other cases, the dealer then takes their turn. The dealer turns over their first card and then takes additional cards. The dealer must keep taking cards until their hand has a score of 17 points or more, or they have 5 cards in their hand. In all other cases the number of points scored by the player and the dealer are compared. The winner is the participant who scores more points than their opponent. If both participants score the same number of points, the game ends in a draw. Classic 21 is played with a 36-card deck. The cards rank as follows: 6, 7, 8, 9, 10, J, Q, K, A. The value of the cards according to their rank are as follows: 6, 7, 8, 9, 10, 2, 3, 4, 11. There are two special combinations in the game that count as 21:
    - two Aces in the hand ("Golden Point")
    - five picture cards (J, Q, K) in the hand ("Five Pictures")
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void. In the event of any software failures, the game may be interrupted, in which case all unsettled bets will be refunded.
3. Available bets:
    - Winner
    - Total (Over/Under)
    - Individual Total (Over/Under)
    - 21 Points Will Be Scored (Yes/No)
    - Dealer/Player To Score 21 Points (Yes/No)
    - Will There Be "Golden Point"
    - Player/Dealer To Receive "Golden Point"

- "Five Pictures" (21 Points)
- Player/Dealer To Have "Five Pictures" (21 Points)
- Bust (Yes/No)
- Dealer/Player To Go Bust (Yes/No)
- Exact Number Of Cards
- Dealer/Player To Get Card (Suit)
- Dealer/Player To Get Card (Rank)

Dota 21. First to 3

1. This game features Dota characters. Games consist of a number of rounds. If a player wins a round, they get 1 point. The game continues until one of the participants scores 3 points. The rounds are played according to the rules of the card game “21”.
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void. In the event of any software failures, the game may be interrupted, in which case all unsettled bets will be refunded.
3. Available bets:
    - **1) on the whole game:**
        - Winner
        - Total Draws (Over/Under)
        - Correct Score
        - Wins In A Row
    - **2) on a round:**
        - Winner
        - Total (Over/Under)
        - Individual Total (Over/Under)
        - 21 Points Will Be Scored (Yes/No)
        - Dealer/Player To Score 21 Points (Yes/No)
        - Will There Be "Golden Point"
        - Player/Dealer To Receive "Golden Point"
        - Bust (Yes/No)
        - Dealer/Player To Go Bust (Yes/No)
        - Game To End Straight After Deal (Yes/No)
        - Dealer/Player To Get Card (Suit)
        - Dealer/Player To Get Card (Rank)

8.59. DICE

1. 2 players take part in this game. They roll 2 dice in turn. The winner is the player who scores more points than their opponent. If both players score the same number of points, the game ends in a draw. Games consist of 2 rounds. In the first round, player 1 rolls 2 dice first, then player 2 does the same. The second round is played in the same way.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. **The following markets are available:**

- **on the whole game:**
  - Win
  - Double Chance
  - Total (Over; Under)
  - Individual Total (Over; Under)
  - Handicap
  - Total (Even; Odd)
  - Individual Total (Even; Odd)
  - Exact Number Of Points
  - Round/Match (1st round result/game result)
  - Results In Rounds
  - Draws In Rounds
  - Who Will Win Both Rounds
  - Who Will Not Lose Both Rounds
  - Number To Be Rolled
  - Two Numbers To Be Rolled
- **on a round:**
  - Win
  - Double Chance
  - Total (Over; Under)
  - Individual Total (Over; Under)
  - Handicap
  - Total (Even; Odd)
  - Individual Total (Even; Odd)

8.60. RANDOM LEAGUE

1. 2 teams take part in each match.
2. There are two different colored dice – one for each team.
3. The presenter rolls the 2 dice.
4. After each dice roll, the team whose die shows the highest number gets 1 point. If the points on the dice are equal then the dice are rolled again.
5. Bets are settled according to the rules of the sports stated in the bet slip.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.

8.61. League of Legends (ARAM)

1. League of Legends (ARAM) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map/match is declared once one team’s nexus has been destroyed or one of

the teams has surrendered.
5. Should one or several players quit the game before its completion, but after 11 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
6. A match shall be deemed abandoned if one of the players becomes inactive in the first 11 minutes of the game or goes offline before 11 minutes have elapsed.
7. A match shall be deemed abandoned if it lasts less than 11 minutes.
8. A random match is streamed online. Real random players participate.
9. THE FOLLOWING MARKETS ARE AVAILABLE:
    - W1 and W2;
    - Total Frags;
    - Team To Be The First To Destroy Inhibitor:
    - Total Even/Odd.

8.62. League of Legends (Classic mode)

1. League of Legends (Classic mode) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map/match is declared once one team’s nexus has been destroyed or one of the teams has surrendered.
5. A match shall be deemed abandoned if it lasts less than 16 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 16 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players becomes inactive in the first 16 minutes of the game and later quits the game altogether.
8. Should one or several players quit the game before its completion, but after 16 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
9. A random match is streamed online. Real random players participate.
10. THE FOLLOWING MARKETS ARE AVAILABLE:
    - W1 and W2;
    - Total Frags;
    - Team To Be The First To Destroy Inhibitor;
    - Total Even/Odd.

8.63. MARBLE FOOTBALL

1. Marble football involves the streaming of a marble football match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Both pre-match and Live bets are accepted. All Marble football matches are streamed online.
7. **Rules:**
    - A match consists of two halves.
    - A team receives a point for scoring a goal at either end of the pitch.
    - Total Team Points is equal to the number of goals scored in both halves.
8. **Rules for determining a goal:**
    - If a marble is in the goal area and has stopped moving, it counts as a goal.
    - If a marble enters the goal area and then leaves it, it does not count as a goal.
    - If a marble is on the goal line, it counts as a goal if most of the marble (relative to the center of the marble) has crossed the line.
    - Disputes related to determining a goal are resolved by the organizer of a competition. The final score is displayed on a scoreboard in the video stream.
9. **Available bets on the whole match (bets are settled according to the final score of a match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Both Teams To Score Yes/No
    - Score Draw Yes/No
    - Correct Score
    - HT-FT
    - Scores In Each Half
    - Either Team To Win To Nil Yes/No
    - Team To Win To Nil Yes/No
    - Goals Scored In Both Halves Yes/No
    - Team To Win By Exactly One Goal Or To Draw Yes/No
    - Draw In At Least One Half Yes/No
    - Draw In Both Halves Yes/No
    - Each Team Will Score Over/Under – Yes/No
    - Total Goals In Interval
10. **Available bets on a half (bets are settled according to the score of the relevant given half):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Both Teams To Score Yes/No
    - Score Draw Yes/No
    - Either Team Win To Nil Yes/No
    - Team To Win To Nil Yes/No
    - Team To Win By Exactly One Goal Or To Draw Yes/No

8.64. MARBLE BASKETBALL

1. Marble basketball is a stream of a game involving marbles.
2. All bets are settled after the end of the event.
3. The minimum and maximum stakes are determined by the bookmaker for each market individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the company is entitled to declare such bets void.
6. Bets are accepted both pre-match and live. All marble basketball matches are streamed online.
7. Rules of the game:
    - Each match consists of four quarters.
    - The teams earn points by getting a marble into a basket.
    - Under each basket is a flag, which displays the number of points scored.
    - Each team’s points total is calculated by adding up all the points they have scored in all four quarters.
    - The team that scores the most points wins.
8. Rules on scoring a basket:
    - A basket is awarded if the marble enters the scoring zone.
    - Any disputes regarding the winner of a quarter are resolved by the competition organizer and the final score is displayed on the scoreboard.
9. The following markets are available and are settled based on the final score in the match:
    - Winner
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Handicap
    - Total Out Balls (Over/Under)
    - Ind. Total Out Balls (Over/Under)
    - Total Points In Zone (Over/Under)
10. The following markets are available for individual quarters and are settled based on the score in that quarter:
    - Winner
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Handicap
    - Total Out Balls (Over/Under)
    - Ind. Total Out Balls (Over/Under)
    - Total Points In Zone (Over/Under)

8.65. MARBLE GOLF

1. Marble golf involves the streaming of a marble golf match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted

incorrectly, the bookmaker is entitled to declare such bets void.

6. Both pre-match and live bets are accepted. All Marble golf matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - A team receives points if their ball lands in the hole.
    - There is a flag above each hole, which shows both the number of the hole and the amount of points.
    - Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **Rules to determine whether a ball has landed in a hole:**
    - A team is awarded points if the ball goes into a hole.
    - In each round, up to 5 balls may land in the 5th hole. However, no more than 1 ball can land in any of the other holes.
    - Disputes regarding whether a ball has landed in a hole or not are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Clear Victory Yes/No
    - Team To Win In Every Round Yes/No
    - Total Balls In A Hole
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Either Team To Win To Nil Yes/No
    - Team To Win To Nil Yes/No
    - Total Balls In A Hole

8.66. MARBLE SHOOTING

1. Marble shooting involves the streaming of a marble shooting match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live

sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Both pre-match and live bets are accepted. All Marble shooting matches are streamed online.
7. **Rules:**
    - A match consists of three rounds (stands).
    - A team is awarded points if their ball lands in any zone (each zone contains a marker which indicates how many points a team will receive if their ball lands in this zone).
    - Teams' points totals are equal to the number of points they've earned at all stands.
    - Results refer to the first competitor's performance. Therefore, "Three Wins -Yes" refers to the first competitor winning 3 times and "Three Defeats - Yes" refers to three wins for their opponent.
    - For bet settlement purposes, a number is only deemed to be even if it is divisible by 20. For example, 350 points will be considered to be an odd number as it cannot be divided by 20.
8. **Rules for determining whether a ball has landed in a zone:**
    - A team is awarded points if their ball lands in a zone.
    - Some balls can be shot out of the playing zones. If this happens, these balls will not earn points in this round.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
    - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No
    - Rounds Results
    - Draw In At Least One Round
    - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Balls In a Zone
    - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
    - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No

8.67. MARBLE FIDGET SPINNERS

1. Marble Fidget Spinners involves the streaming of a marble fidget spinners match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.

5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Fidget Spinners matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - Teams receive a point for getting a ball into a hole.
    - The hole number and the number of points are indicated near each hole.
    - A team's total points are equal to the number of points they earned in all the rounds.
8. **Rules for determining whether a ball has gone into a hole:**
    - The ball is counted as having gone in if it ends up inside a hole.
    - Disputes over whether a ball has gone into a hole are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team To Win To Nil Yes/No
    - Total Balls In Hole
10. **The following markets are available on a round (bets are settled according to the score of the given round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team To Win To Nil Yes/No
    - Total Balls In Hole

8.68. MARBLE BILLIARDS

1. Marble Billiards involves the streaming of a marble billiards match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble Billiards matches are streamed online.

7. **Rules:**
    - A match consists of two games.
    - Teams receive one point for each potted ball.
    - The pockets are numbered from left to right: 1, 2 and 3 are the upper pockets, and 4, 5 and 6 are the lower ones.
    - A team’s total points are equal to the number of points they earned in both games.
8. **Rules for determining whether a ball has been potted:**
    - A ball is counted as having been potted if it ends up inside a pocket.
    - Disputes over whether a ball has been potted are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Ball To Be Potted In A Corner Pocket Yes/No
    - Ball To Be Potted In A Central Pocket Yes/No
    - Team To Win To Nil Yes/No
    - Number Of Balls In A Pocket
10. **The following markets are available on a game (bets are settled according to the score of the given game):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Ball To Be Potted In A Corner Pocket Yes/No
    - Ball To Be Potted In A Central Pocket Yes/No
    - Team To Win To Nil Yes/No
    - Number Of Balls In A Pocket

8.69. MARBLE CURLING

1. Marble Curling involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Curling matches are streamed online.
7. **Rules:**

- Matches last until a team wins 3 times.
- Teams get a point for each end they win.
- Teams aren’t awarded any points in the event of a draw.
- Teams’ total points are equal to the number of points which they have earned in all ends.

8. **The winner of an end is determined according to the following rules:**
   - The playing area (house) is indicated by the outer circle of the target.
   - Stones which are knocked out of the house are not taken into account when determining the winner of an end.
   - The house is divided into 4 zones.
   - The team whose stones lands closest to the button will be deemed to be the winner of an end:
     - The distance to the button is measured in zones.
     - If both teams’ stones land in the same zone, the team with the most stones in this zone wins.
     - If both teams have an equal number of stones in a zone, the end will result a draw.
   - Disputes regarding the winner of an end are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
   - Win
   - Total Ends (Over/Under)
   - Correct Score
10. **The following bets can be placed on an end (bets are settled according to the score of the relevant end):**
    - To Win End
    - Total Stones In House In End (Over/Under)

8.70. MARBLE COLLISION

1. Marble Collision involves the streaming of a marble collision match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Collision matches are streamed online.
7. **Rules:**
   - A match consists of three rounds.
   - Teams get points if their ball lands in chutes in the playing zones.
   - Teams’ points totals are equal to the number of points they’ve earned at all rounds.
8. **The winner of an round is determined according to the following rules:**
   - The playing area is divided into 5 zones.
   - If a team's ball lands in the zero (red) zone, the team doesn't get points.
   - 4 zones include 6 chutes with numbers corresponding to the number of points which will be awarded for getting into them. These zones are numbered from left to right: 1, 2 - upper, 3, 4 - lower.
   - Teams’ total points for one round are equal to the number of points which they have

earned in all zones.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Either Team To Win A Number Of Rounds
    - Total Points In Zone
    - Number Of Balls In A Playing Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Points In Zone

8.71. MARBLE WAVES

1. Marble Waves involves the streaming of a marble waves match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble waves matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - A team receives points if their ball lands in the chute (wave).
    - There is a number near each wave, which shows both the number of the wave and the amount of points.
    - Teams’ points totals are equal to the number of points they’ve earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - A team is awarded points if their ball is inside a chute.
    - The team earned the most number of points will be deemed to be the winner.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**

    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Either Team To Win A Number Of Rounds
    - Balls On Wave
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Balls On Wave

8.72. MARBLE ROUND TARGET

1. Marble round target involves the streaming of a marble round target match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble round target matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - A team is awarded points if their ball lands in zones inside the target.
    - A team is lost points if their ball lands in zones outside the target.
    - There is a number into each zone, which shows the amount of points that a team gets or loses if their ball lands into this zone.
    - A team’s total points are equal to the number of points they earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - A team is awarded points if their ball is inside a zone.
    - The team earned the most number of points will be deemed to be the winner.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance

    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Team 1 To Win A Number Of Rounds (3)
    - Team 2 To Win A Number Of Rounds (3)
    - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Balls In a Zone

8.73. MARBLE SLIDES

1. Marble slides involves the streaming of a marble slides match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble slides matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - A team is awarded points if their ball lands in zones.
    - The number of points that a team gets corresponds to the zone number.
    - A team’s total points are equal to the number of points they earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - The team earned the most number of points will be deemed to be the winner.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd

    - No Draws To Occur Yes/No
    - Team 1 To Win A Number Of Rounds (2)
    - Team 2 To Win A Number Of Rounds (2)
    - Total Balls In a Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Balls In a Zone

8.74. MARBLE RACE

1. Marble Race involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Race matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - During a round, the balls of each team push along a weight with a pointer.
    - Teams receive points for the distance covered.
    - The pointer indicates on the measurement line the distance that is covered by each team.
    - Fractional numbers are always rounded down.
    - Teams’ points totals are equal to the number of points they’ve earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - The team earned the most number of points will be deemed to be the winner.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Team (..) To Win A Number Of Rounds (2)
    - Team To Finish In Green Zone Yes/No

    - Team To Finish In Yellow Zone Yes/No
    - Team To Finish In Red Zone Yes/No
    - Team To Finish In Blue Zone Yes/No
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team To Finish In Green Zone Yes/No
    - Team To Finish In Yellow Zone Yes/No
    - Team To Finish In Red Zone Yes/No
    - Team To Finish In Blue Zone Yes/No

8.75. MARBLE MMA

1. Marble MMA involves the streaming of a marble MMA match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble MMA matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - Teams' points totals are equal to the number of points they've earned in all the rounds.
    - The team earned the most number of points will be deemed to be the winner.
8. **The winner of a round is determined according to the following rules:**
    - The team that gets the most balls into the holes will be deemed the winner.
    - A match can end in a draw if both teams get an equal number of balls in the holes.
    - The winning margin is determined by the difference in the number of balls each team gets into the holes.
    - The winner of a round is awarded 10 points.
    - The winning margin is deducted from the winner's total points to determine the number of points awarded to the losing team.
    - If a draw occurs, both teams receive 10 points each.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under

    - Handicap
    - Total Even/Odd
    - Team (..) To Win A Number Of Rounds (3)
    - No Draws To Occur Yes/No
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd

8.76. MARBLE BLOCK BREAKER

1. Marble Block Breaker (Marble Smash) involves the streaming of Marble Block Breaker matches.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Block Breaker matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - A team’s total points are equal to the total number of points they’ve won in all the rounds.
    - The team that earns the most points wins the game.
8. **The winner of each round is determined according to the following rules:**
    - Teams are awarded points when their balls land in the playing zones.
    - The team that earns the most points wins the round.
    - If a team's ball lands on a broken block, it is deemed to have landed in the zone with the relevant block’s colour.
    - If a ball lands in zone 4 or 6, the corresponding number of points is awarded.
    - If a ball lands in the yellow or green zone, the team earns one point.
    - If a ball lands in the blue zone, the team earns three points.
    - If a ball lands in the red zone, the team's total points are multiplied by two for each ball.
    - Disputes regarding the winner of a round are resolved by the organizer of the competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Handicap
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd

    - Team Total In The 2x Zone Over/Under
    - Total In A Zone With A x2 Multiplier Over/Under
    - Number Of Balls In A Playing Zone
    - Team ( ) To Win ( ) Rounds
    - No Draws
10. **The following bets can be placed on a round (bets are settled according to the score of the round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Handicap
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team ( ) Total In The x2 Zone Over/Under
    - Total In A Zone With A x2 Multiplier Over/Under
    - Number Of Balls In A Playing Zone

8.77. MARBLE LOTTO

1. Marble Lotto involves the streaming of a Marble Lotto match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Lotto matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - A team’s total totals are equal to the total number of points they’ve earned in all the rounds.
    - The team that earns the most points wins the game.
8. **The winner of each round is determined according to the following rules:**
    - A team is awarded points if their balls lands in a playing zone.
    - The team that earns the most points wins the round.
    - The number of points awarded when a ball lands in a zone is indicated on the zone.
    - For every ball that lands in a zone with a x2 or x3 multiplier, the team’s total number of points is multiplied by the corresponding number.
    - Points for the Bonus50 zone are awarded to the team before the multiplier is applied.
    - Disputes regarding the winner of a round are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under

- Team Total In The 2x Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Team ( ) Total In The x3 Zone Over/Under
- Total In A Zone With A x3 Multiplier Over/Under
- Team 1 Total In The Bonus50 Zone Over/Under
- Team 2 Total In The Bonus50 Zone Over/Under
- Total In A Zone With A Bonus50 Multiplier Over/Under
- Team ( ) To Win (3) Rounds

10. **The following bets can be placed on a round (bets are settled according to the score of the round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Team ( ) Total In The 2x Zone Over/Under
    - Total In A Zone With A x2 Multiplier Over/Under
    - Team ( ) Total In The x3 Zone Over/Under
    - Total In A Zone With A x3 Multiplier Over/Under
    - Team ( ) Total In The Bonus50 Zone Over/Under
    - Total In A Zone With A Bonus50 Multiplier Over/Under

8.78. MARBLE BASEBALL

1. Marble baseball involves the streaming of a marble baseball match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble baseball matches are streamed online.
7. **Rules:**
    - A match consists of three innings.
    - A team’s total points are equal to the total number of points they earn in all the innings.
    - The team that earns the most points wins the game.
8. **The winner of an inning is determined according to the following rules:**
    - Each team receives 1 point for every ball that lands in the Finished zone.
    - The team that earns the most points wins the inning.
    - Disputes regarding the winner of an inning are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd

    - Individual Total Even/Odd
    - Team ( ) Total Winning Innings (3) Yes/No
    - No Draws Yes/No
10. **The following bets can be placed on an inning (bets are settled according to the score of the inning):**
    - Win
    - Double chance
    - Total Over/Under

8.79. MARBLE VOLLEYBALL

1. Marble volleyball involves the streaming of a marble volleyball match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble volleyball matches are streamed online.
7. **Rules:**
    - Teams get a point for each set they win.
    - A team’s total points are equal to the total number of points they earn in all the sets.
    - The team that earns the 3 points first wins the game.
8. **The winner of each set is determined according to the following rules:**
    - A team is awarded 1 point if their balls lands in the “Points” playing zone.
    - The team that earns the most points wins the set.
    - Disputes regarding the winner of a set are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Handicap
    - Total Over/Under
    - Individual Total Over/Under
    - Total Out Balls Over/Under
    - Individual Total Out Balls Over/Under
    - Total Sets Over/Under
    - Handicap Sets
    - Correct Score
10. **The following bets can be placed on a set (bets are settled according to the score of the relevant set):**
    - Win
    - Handicap
    - Total Over/Under
    - Individual Total Over/Under
    - Total Out Balls Over/Under
    - Individual Total Out Balls Over/Under

9. Examples

9.1. Calculating an Asian handicap single bet

When a customer places an Asian handicap bet, the bookmaker effectively accepts two bets. A bet with a handicap of (+1.25) in fact consists of two bets: one with a handicap of (+1) and one with a handicap of (+1.5). The stake on each of these bets is equal to half the stake of the handicap bet as a whole. The total winnings from the handicap bet will be equal to the winnings from the two bets making up the handicap bet. Depending on the result, the bettor could win with both bets; win with one win bet while the other is refunded; or lose with both.
Below is an example of calculating an Asian handicap bet:

event	**handicap**
Villarreal CF	+0.75
Real Madrid	-0.75

Let the total stake of the bet be €1.20 in this example.
If a customer places a **+0.75 handicap bet on Villarreal CF**, it will be divided into one bet with a handicap of (+1) and one with a handicap of (+0.5).

Below are some possible outcomes:

1. match score (0:1) – handicap (+0.5) - loss, handicap (+1) - refund.
2. match score (1:1) – handicap (+0.5) - win, handicap (+1) - win.
3. match score (0:2) – loss.

If a customer places a **-0.75 handicap bet on Real Madrid**, it will be divided into one bet with a handicap of (-0.5) and one with a handicap of (-1).

Below are some possible outcomes:

1. match score (0:1) – handicap (-0.5) - win, handicap (-1) - refund.
2. match score (1:1) – loss.
3. match score (0:2) – win.

9.2. Calculating an Asian handicap accumulator bet

If an accumulator or system bet includes an Asian handicap bet, the number of selections is doubled. For example, a customer places an accumulator bet consisting of two events with a total stake of €1.20 and a total of 3.25. The result of the event for both bets is 3:0. The bet is settled as though there were in fact 4 accumulators: >3,>3; >3,>3.5; >3.5,>3; >3.5,>3.5. The customer wins €0.30 from one accumulator, while all the others are settled as losses.

9.3. Calculating an Asian total bet

Total bets ending with .25 (but not .5) are calculated as two bets, each with a stake equal to half the total stake, with the same odds and the nearest “regular total” (a multiple of 0.5).

Example: a bet on Total Under 1.75 with a total stake of €100 at odds of 1.40.
For calculation purposes, the bet is split into two: Total Under (1.5) and Total Under (2). The stake is also split into two halves of €50 each.

Below are some possible outcomes:

1. match score (0:0) or (0:1) – both bets are correct, so the bet wins (100 x 1.40 = €140)
2. match score (1:1), (0:2) – Total Under (1.5) – loss; Total Under (2) – refund €50
3. match score (1:2) – loss

Example: a bet on Total Over 1.75 with a total stake of €100 at odds of 1.40.
For calculation purposes, the bet is split into two: Total Over (1.5) and Total Over (2). The stake is also split into two halves of €50 each.
Below are some possible outcomes:

1. match score (0:0) or (0:1) – loss.
2. match score (1:1), (0:2) – Total Over (1.5) – win; Total Under (2) – refund €50 (50 x 1.40 + 50 = 70 + 50 = €120)
3. match score (1:2) – win (100 x 1.40 = €140)

10. TOTALIZATOR 15-TOTO

GENERAL TERMS

1. Toto is a game in which players bet on the Home win, Draw, Away win, or the final correct score of a number of predefined matches. Melbet collects all bets into a Toto Pool (monetary sum); to which players contribute prior to the start of the matches. After all the matches have finished Melbet.com distributes the Toto Prize Pool between all winning players according to these rules.
2. A Toto player is a person who has placed a bet in the Toto Pool under the terms and conditions of the Toto rules. The player must be over 18 years of age.
3. Event is a sportive event, a match.
4. Outcome is a possible result of a sport event, offered by organizers of the toto for bet placement.
5. TOTO bet slip - a list of 15 events with outcome options. A customer chooses outcomes for all the events and places a bet. The bet “Home wins” is designated as “1”; the bet “Away wins” is designated as “2”; the bet “Draw” is designated as “X”. A bettor can select accumulator outcomes on every event. In this case the amount of bet versions increases (and the minimal stake correspondingly).
6. Toto bet is a combination of event outcomes (one for each match of the coming Toto) on which a contestant bets; and also the amount of this sum of money.
7. A player wins a bet if he correctly predicts the results of 9 events or more, and loses if he/she guesses less than 9 events.
8. Should a player lose, then his bet is lost. Should a player win, then his bet is included in the bets payout from the prize money as its component.
9. Betting pool - a monetary sum, received in the form of bets for the incoming drawing of Toto.
10. Prize money - a part of the pool, used for winnings payout.
11. JACKPOT PAYOUT. Jackpot payout is made after the administration verifies passport data and bank account details. The name of the account holder must match the name on the identification data provided. Administration agrees to transfer winnings into the bank account by no later than 30 calendar days after the receipt, inspection and registration of all necessary documents for payment. Payment of the jackpot is guided by current national legislation and regulations governing force at the time of payment.
12. DISPUTABLE CASES. While solving general and disputable cases the betting company applies to the items of the Rules of the betting company which are appropriate and do not contravene the Rules of Toto.

THE DISTRIBUTION OF THE PRIZE FUND BY CATEGORIES

- 15 correctly predicted - 10% of the prize fund.
- 14 correctly predicted - 10% of the prize fund.
- 13 correctly predicted - 10% of the prize fund.
- 12 correctly predicted - 10% of the prize fund.
- 11 correctly predicted - 10% of the prize fund.
- 10 correctly predicted - 18% of the prize fund.
- 9 correctly predicted - 32% of the prize fund.

Prize Money is distributed to winning bets rateably the sum of each bet according to the place of its distribution.

Jackpot - an extra winning distributed among bets rateably the sum of these bets.

It is based on previous drawings of Toto in which one or several winning purses were not raffled off, i.e. when the best bet correctly predicted less than 14 (13, 12, 11, 10, 9) events.

Jackpot prize is not raffled off and increases for every next drawing until one of the bettors guesses the results of all events.

The betting company has the right to enlarge a jackpot by means of its own monetary funds.

GENERAL PROVISIONS

1. Bets on all events of parimutuel betting are accepted for the regular playing time unless otherwise specified.
2. Bets are accepted up until the earliest match starts but does not include void matches. Start of the issue is the actual beginning of the match, which was the first to start in the issue; at this the matches, acknowledged to be void, are not taken into account. The date and time of the event starting, given in the Sports, are of informative character. An incorrect event time is not a basis for bet canceling.
3. A match is considered incomplete in toto betting in case of it is invalidated according to the Rules of the betting company Melbet.
4. If any event from the Match List is considered to be cancelled, all the outcomes for such event are considered as won.
5. The distribution of a jackpot in case the events are incomplete:
    - 1 event considered to be cancelled – 35% of Jackpot is paid out;
    - 2 events considered to be cancelled – 25% of Jackpot is paid out;
    - 3 events considered to be cancelled – 10% of Jackpot is paid out;
    - 4 events considered to be cancelled – 5% of Jackpot is paid out.
6. If 5 or more events are considered to be cancelled, this Match List is considered cancelled and all bets are refunded. Administration of Toto reserves the right to use a part of the Jackpot in order to make the odds for winning bets not lower than 1,05 per 1€.
7. If 3 events from the Match List are considered cancelled, the category of "9 correct outcomes" is not paid.
    - In this case the category of "10 correct outcomes" will have 40% of the prize fund,
    - the category of "11 correct outcomes" - 20%,
    - the category of "12 correct outcomes" - 15%,
    - categories 13 and 14 correct outcomes - 10% each,
    - the category of "15 correct outcomes" - 5%.
8. If 4 events from the Match List are considered cancelled, the categories from 9 and 10 correct outcomes are not paid.
    - In this case the category of "11 correct outcomes" will have 45% of the prize fund,
    - the category of "12 correct outcomes" - 25%,
    - the category of "13 correct outcomes" - 15%,
    - the category of "14 correct outcomes" - 10%,
    - the category "15 correct outcomes" - 5%.
9. If the jackpot reaches 150 million, a rule comes into force to award the jackpot to the bet slip that correctly predicted 14 outcomes, provided that no one else guessed all 14 outcomes. In all other cases, bet slips with 14 correctly predicted outcomes share 25% of the jackpot. This rule kicks in only if there are no canceled matches in the draw.
    - Distribution of the prize pool in cases where there is only one bet slip with 14 correctly predicted outcomes
    - Bet slip with 14 correct outcomes - 10% of the prize pool + 100% of the jackpot
    - Bet slips with 13 correct outcomes share 10% of the prize pool
    - Bet slips with 12 correct outcomes share 10% of the prize pool

    - Bet slips with 11 correct outcomes share 10% of the prize pool
    - Bet slips with 10 correct outcomes share 20% of the prize pool
    - Bet slips with 9 correct outcomes share 40% of the prize pool
10. Distribution of the prize pool in cases where there are several bet slips with 14 correctly predicted outcomes
    - Bet slips with 14 correct outcomes share 10% of the prize pool + 25% of the jackpot
    - Bet slips with 13 correct outcomes share 10% of the prize pool
    - Bet slips with 12 correct outcomes share 10% of the prize pool
    - Bet slips with 11 correct outcomes share 10% of the prize pool
    - Bet slips with 10 correct outcomes share 20% of the prize pool
    - Bet slips with 9 correct outcomes share 40% of the prize pool

10.1. BATCH BET

To place a bet it is necessary to select one or several outcomes for each of 15 matches represented in the bet slip.

The minimum and maximum stake may vary depending on currency exchange rate.

1. If you intend to make several bets you can select them in one ticket and mark 2 or 3 outcomes at the same time in one or several matches of 15 events; thereby the total number of bets and the minimal stake regarding this bet slip is correspondingly doubled, trebled and so on. Total stake within a bet slip is distributed evenly to the best in this ticket.
2. If one ticket contains several bets, then winning bets are calculated rateably the stake which is the share of each bet.
3. Bets are accepted until the first match of totalizator starts. Any bets placed after the first match in toto has started, will be cancelled.
4. **Batch bet**. This function allows you to place several random bets on TOTO. To do this you should specify the amount per one bet slip and press button "To place batch bet". It will be made as many bets as you have indicated, automatically. You can check bets in the section "Bets history" - TOTO.
5. When bets are not accepted any more all the information on the bets that have been made and all statistics are taken to "Results" and available for reviewing.

Batch bet is a collection of bet slips. In other words, batch bet - is when several bet slips are accepted in the pot edition at a time.

Batch betting closes 10 minutes prior to draw ended.

HOW TO PLACE BATCH BET

To properly place a batch bet, all the bet slips should be made in the required format:

0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1)
This line marked with the following parameters:
0.70 - amount of bet slip
1, 2, 3, … 15 - number of games in drawing
(1,2,X) - outcome option, which you bet on.

Each bet slip should start on a new line. It should be presented in the following way:

EXAMPLE:

0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1),
0.8;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(1);14-(X);15-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(2);12-(1);13-(2);14-(X);15-(1),

You can prepare the bet slips in advance, and then copy and paste into the text box on the page: "TOTO 15": batch bet. You can also fill in the field.

To place your bets press the 'Process batch bets' button. The entered information will then be validated. If you confirm - your batch bet adopted in drawing!

You can find your bets in My account - Betting history - TOTO

EXAMPLE.

You bet on the next drawing. Thus, you are sure of the results only in 10 games of 15 (1st win). In the three games you allow for 2 possible outcomes (1X), as for two last - you are not sure of the outcome (your choice - 1X2).

If you make one bet slip in all possible combinations of the options of your predictions, all in the bet slip get 72 options for the total amount claimed 50.4€. (minimum bet = 0.7€).

HOWEVER, YOU CAN GREATLY REDUCE THE TOTAL STAKE AMOUNT IF YOU SPREAD THE PREDICTED OUTCOMES BETWEEN A BIGGER NUMBER OF BET SLIPS (BATCH BET). YOU WILL STILL HAVE THE CHANCE TO WIN BIG.

You just need to pick your bets in such a way, so that with any combination of predicted outcomes at least one of the bets would win, say, for at least 14 matches. In this case only 12 bet slips will be enough and you will only spend €8.4. Based on your predictions, the following batch bet was formed:

0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(1);14-(X);15-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(X);14-(X);15-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(X);14-(X);15-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(1);14-(1);15-(2),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(1);14-(1);15-(2),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(X);14-(1);15-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(X);14-(1);15-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(X);14-(2);15-(2),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(X);14-(2);15-(2),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(1);14-(2);15-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(1);14-(2);15-(X),

Service "Batch bet" - easy to use and tote those participants who shape their coupons on unique systems.

EXAMPLE OF TOTO CORRECT SCORE BATCH BET

0.7;1-(1:2);2-(1:1);3-(1:0);4-(1:3);5-(2:2);6-(1:3);7-(2:1);8-(0:1)

EXAMPLE OF TOTO BASKETBALL BATCH BET

50;1-(1o);2-(1o);3-(1o);4-(x);5-(x);6-(2o);7-(2o);8-(1o);9-(1u),
50;1-(1u);2-(1o);3-(1o);4-(x);5-(x);6-(2o);7-(2o);8-(1o);9-(1u).

ENHANCED BATCH BET FEATURE

When you create a batch bet for TOTO "15", "Football" or "Esports FIFA", you can now choose two or more outcomes for a single match.

Examples:

100.00;1-(1X);2-(2);3-(X);4-(1);5-(1);6-(1);7-(2);8-(X);9-(1);10-(1);11-(2);12-(1);13-(1);14-(2);15-(1),
200.00;1-(1X);2-(12);3-(X);4-(1);5-(1);6-(1);7-(2);8-(X);9-(1);10-(1);11-(2);12-(1);13-(1);14-(2);15-(1).

11. TOTO Correct Score

For a Toto Correct Score, the bettor must place bets on the results of matches.
The Toto bet slip contains 8 events with options for the score of each one. The bettor must correctly predict the results of 2 or more matches for the bet to win.
To place a bet, the bettor must select one score for each event in the bet slip. Several bets can be placed in the same bet slip by selecting 2 or more scores for each event. Doing so increases the total number of selections and, consequently, the total stake is doubled, tripled, etc.

In order to for their bet to win, the bettor must correctly predict the results of 2 or more events. 95% of the pool (prize fund) is distributed between the winning bets.
If all the events go ahead (no void events) the prize fund is divided into 7* winning categories, with part of the pool added to the jackpot for the next draw**:

- Category 1 – 5% of pool, (8 scores correctly predicted)
- Category 2 – 5% of pool, (at least 7 scores correctly predicted)
- Category 3 – 7.5% of pool, (at least 6 scores correctly predicted)
- Category 4 – 10% of pool, (at least 5 scores correctly predicted)
- Category 5 – 12.5% of pool, (at least 4 scores correctly predicted)
- Category 6 – 20% of pool, (at least 3 scores correctly predicted)
- Category 7 – 35% of pool, (at least 2 scores correctly predicted)

* – If one or two events are deemed void, the pool is distributed according to the rules on “Jackpot distribution where 1 or more events are deemed void” (see below).
** – If there are no winning bets in the first winning category.

Distribution of the pool for winning categories with no winning bets.

If an event is deemed void, all bets on it are considered to have lost. The minimum number of correct predictions remains the same: at least 2 event outcomes must be correctly predicted.
An event is deemed void if the start time of the event is postponed to later than the time of the last event in the Toto Correct Score.
If there are no bets in one or more winning categories in a draw, 30% of the funds from those winning categories are added to the winning category in which the most scores were correctly predicted, and 70% are added to the jackpot for the next Toto draw. If there are no bets with correct predictions of more than 1 score, 95% of the pool is add to the jackpot.
The jackpot is distributed among the bets with correct predictions of 7 or 8 scores, according to their stake size. The larger the stake, the greater the winnings.
The jackpot is not paid out until a participant correctly predicts the scores of 7 or 8 events.
All bets with correct predictions for the scores of all 8 matches share out 95% of the jackpot. The remaining 5% of the jackpot is distributed among the bets with correct predictions of 7 scores.

Jackpot distribution where 1 or more events are deemed void:

1 void match – 25% of the jackpot is distributed (7 correct predictions)
2 void matches – The jackpot is not paid out and the funds are carried over to the next Toto draw.

Pool distribution in case of 1 void event:

7 scores – 5%, 6 scores – 5%, 5 scores – 7.5%,
4 scores – 10%, 3 scores – 12.5%, 2 scores – 55%.

Pool distribution in case of 2 void events:

6 scores – 5%, 5 scores – 5%, 4 scores – 7.5%,
3 scores – 10%, 2 scores – 67.5%.

If a draw includes 3 or more void events, the draw is deemed void and all bets are refunded.

11.1. How to place a Toto Correct Score bet

- Go to the “TOTO” page and press “Toto Correct Score”.
- A bet slip with 8 events will open.
- Press “Select” next to an event. Check the box of the score you want to bet on. To remove all check marks, press “Clear all“.
- You can select several options for an event:
    - a. W1 – Team 1 To Win
    - b. W2 – Team 2 To Win
    - c. X – Draw
    - d. >2.5 – Total Over 2.5
    - e. <2.5 – Total Under 2.5
    - f. X and >2,5 – A Draw and Total Over 2.5
- The selected match score will appear in the "Selections" column.
- In the “Amount” field, enter the amount you want to wager.
- Press “Place bet”.
- The bet slip will appear in “Bet history”, in the “TOTO Correct Score” tab.

12. Totalizator football-TOTO

General provisions

1. The Betting Company accepts bet on TOTO-football in accordance with Rules.
2. TOTO totalizator - is the special pool game where you need to place bets on 14 events in the Match List. The bet will win if at least 9 outcomes are predicted correctly.
3. Bets are accepted from individuals who agree with the Rules proposed by the betting company. Bet placed by the bettor serves as the unconditional acceptance of the present Rules.

TOTO-football bet

1. Each match can have 3 outcomes: The bet “Home wins” is designated as “1”; the bet “Away wins” is designated as “2”; the bet “Draw” is designated as “X”.
2. TOTO-football bet is a combination of event outcomes (one for each match of the coming Toto) on which a contestant bets; and also the amount of this sum of money.
3. A bettor can choose from one to three possible outcomes in each match, besides each bet is paid out and settled separately. By placing a bet total number of bets (variants) and total amount is shown. Bet amount on each of variants is settled by dividing the total amount bet on the number of variants.
4. All toto bets can be checked in the section Totalizator - TOTO-Football - Bet slip list.

Calculation of TOTO-Football

1. You can see the result on each event in toto bet slip after all matches will be completed. Bets on football matches are accepted on regular time (including additional time) except such bets as "To qualify" or "Winner", where bets are accepted on outcome of two teams showdown.
    - The additional time of the first half-time is the 45th minute.
    - The additional time of the second half-time is the 90th minute. If a match is abandoned before 90 mins are played or postponed all bets on that match are void, except for those markets which have been unconditionally determined.
2. A match is considered void if it was interrupted/postponed/delayed or if it started earlier than the closing time for bets of the current Toto Game. All outcomes of a match incomplete are considered successful.
3. If there are 4 or more matches incomplete, then this drawing betting is considered invalid and all bets are returnable with the odds are equal to be "1".

The distribution of the prize fund

1. Betting pool - a monetary sum, received in the form of bets for the incoming drawing of Toto-Football.
2. Prize money - a part of the pool (90%), used for winnings payout.
3. The distribution of the prize fund by categories:
    - 1st winning category – 10% from Toto Prize Pool, (14 scores predicted);
    - 2nd winning category – 10% from Toto Prize Pool, (14 and 13 scores predicted);
    - 3rd winning category – 10% from Toto Prize Pool, (14, 13 and 12 scores predicted);
    - 4th winning category – 15% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);
    - 5th winning category – 20% from Toto Prize Pool, (14, 13, 12, 11 and 10 scores predicted);
    - 6th winning category – 35% from Toto Prize Pool, (14, 13, 12, 11, 10 and 9 scores predicted);

4. The category with all 14 correct outcomes is also funded by a Jackpot which was formed from the previous drawings.
5. Jackpot - an extra winning distributed among bets where all 14 matches are predicted, rateably the sum of these bets (if you bet more, you win more). It is based on previous drawings of Toto in which one or several winning purses were not raffled off, i.e. when the best bet correctly predicted less than 14 (13, 12, 11, 10, 9) events. Jackpot prize is not raffled off and increases for every next drawing until one of the bettors guesses the results of all events. A wagering company has a right to enlarge a jackpot by means of its own monetary funds.
6. Jackpot distribution in the case of void matches 'not played':
    - 1 void match – 35% of the Jackpot is distributed;
    - 2 void matches – 20% of the Jackpot is distributed;
    - 3 matches not played – the JACKPOT will not be distributed.
7. The distribution of the prize fund in case of 1 event considered to be cancelled will be made in accordance with p.2
8. The distribution of the prize fund in case of 2 events considered to be cancelled:
    - 1st winning category – 5% from Toto Prize Pool, (14 scores predicted);
    - 2nd winning category – 10% from Toto Prize Pool, (14 and 13 scores predicted);
    - 3rd winning category – 15% from Toto Prize Pool, (14, 13 and 12 scores predicted);
    - 4th winning category – 25% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);
    - 5th winning category – 45% from Toto Prize Pool, (14, 13, 12, 11 and 10 scores predicted);
9. The distribution of the prize fund in case of 3 events considered to be cancelled:
    - 1st winning category – 10% from Toto Prize Pool, (14 scores predicted);
    - 2nd winning category – 15% from Toto Prize Pool, (14 and 13 scores predicted);
    - 3rd winning category – 25% from Toto Prize Pool, (14, 13 and 12 scores predicted);
    - 4th winning category – 50% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);

Calculation of winnings

1. The win for each variant is settled by multiplying the winning coefficient for a particular category by the bet amount 1€ for this variant. The winning coefficient for a particular category is settled by dividing the overall prize fund of this category by the sum of all bets with correct variants (i.e. if you bet more, you win more).
2. Winnings are credited within 1 hour after the last match of TOTO-Football drawing but not later than 12 hours after the last match of TOTO drawing in case of force majeure.

13. TOTO Ice Hockey

An Ice Hockey Toto allows customers to place bets on the results of ice hockey matches. Bets are accepted only on regular time (OT and shootouts are not included).
A Toto bet slip contains 5 matches with different score options for each one. The bettor must correctly predict the results of 2 or more matches for their bet to win.
To place a bet, the bettor must select one score for each of the 5 events in the bet slip. Several bets can be placed in the same bet slip by selecting 2 or more scores for each event. Doing so increases the total number of selections and, consequently, the total stake is doubled, tripled, etc.
For their bet to win, the bettor must correctly predict the results of 2 or more matches. 95% of the prize fund is distributed between the winning bets.
If all matches go ahead (no void matches) the prize fund is distributed into 4* winning categories, with part of the pool added to the jackpot for the next draw**.

- Category 1 – 5% of the pool (5 scores correctly predicted);
- Category 2 – 10% of the pool (at least 4 scores correctly predicted)
- Category 3 – 25% of the pool (at least 3 scores correctly predicted)
- Category 4 – 55% of the pool (at least 2 scores correctly predicted)

* – If one or two events are deemed void, the pool is distributed according to the rules on “Jackpot distribution where 1 or more events are deemed void” (see below).
** – If there are no winning bets in the first winning category.

Distribution of the prize fund for winning categories with no bets.

If an event is deemed void, all bets on it are considered to have lost. The minimum number of correct predictions remains the same: at least 2 event outcomes must be correctly predicted.
A match is deemed void if the start time of the match is postponed to later than the time of the last event in the TOTO-Ice Hockey bet slip.
If there are no bets in one or more winning categories in a draw, 30% of the funds from those winning categories is added to the winning category in which the most scores were correctly predicted, and 70% is added to the jackpot for the next Toto draw. If there are no bets with correct predictions of more than 1 score, 95% of the pool is add to the jackpot.
The jackpot is distributed among the bets with correct predictions of 4 or 5 scores, according to their stake size. The larger the stake, the greater the winnings.
The jackpot is not paid out until a participant correctly predicts the scores of 4 or 5 events.
All bets with correct predictions for the scores of all 5 matches share out 95% of the jackpot. The remaining 5% of the jackpot is distributed among the bets with correct predictions of 4 scores.

Jackpot distribution where 1 or more matches are deemed void:

- 1 void match – 25% of the jackpot is distributed (4 correct predictions)
- 2 void matches – The jackpot is not paid out and the funds are carried over to the next Toto draw

Pool distribution in case of 1 void match:

- 4 scores – 10%, 3 scores – 12.5%, 2 scores – 70%.

If a draw includes 2 or more void events, the draw is deemed void and all bets are refunded.

14. Totalizator «Basketball»

TOTO Basketball involves customers placing bets on results of basketball matches. Bets are only accepted on regular time.

TOTO bet slips consist of 10 matches with potential outcomes for each of them. The customer You will need to predict the results of 5 or more matches correctly in order for the bet to win.

To place a bet, you need to choose one result for each of the 10 matches on the bet slip. You have to predict both the winner and the final score of the match. You can also bet on a draw. For accumulator bets, you may do this on one bet slip by selecting 2 or more outcomes in one or several matches. The total number of bets and the bet stake are correspondingly doubled, trebled, etc.

In order to receive a prize, you need to correctly predict the results of 5 or more matches. 90% of the pool (prize fund) is distributed amongst the successful participants.

If all the matches take place, the pool is distributed across 6* winning categories, and deductions** are made for the subsequent draw's Jackpot:

1st category – 5% of the pool; bets in which the results of 10 matches are predicted successfully will be included in the distribution
2nd category – 5% of the prize pool (results of at least 9 matches predicted successfully)
3rd category – 10% of the prize pool (results of at least 8 matches predicted successfully)
4th category – 10% of the prize pool (results of at least 7 matches predicted successfully)
5th category – 25% of the prize pool (results of at least 6 matches predicted successfully)
6th category – 45% of the prize pool (results of at least 5 matches predicted successfully)
* – If 1 or 2 matches do not take place, the prize fund is distributed according to this clause of the rules.
** – If there are no winning bets in the 1st winning category.

Distribution of the pool from winning categories with no winning bets

- If any event is deemed to have not taken place, all predictions on that event will be deemed to have lost. The minimum required number of correctly predicted outcomes will not change, the results of 5 matches must be guessed.
  (A match is considered not to have taken place if the start time of the match is postponed to a date later than the date of the last match in the TOTO Basketball schedule.)
- The Jackpot is distributed amongst bets in which the results of 10 matches have been predicted correctly, based on the total stake of these bets. The larger the stake, the larger the prize.
- The Jackpot will not be won if no-one successfully predicts the results of 10 matches.

Jackpot distribution where one or more matches do not take place:

1 canceled match – 25% of the Jackpot will be distributed
Prize pool distribution where 1 match has not taken place:

- 9 results predicted successfully – 5%
- 8 results predicted successfully – 10%
- 7 results predicted successfully – 10%
- 6 results predicted successfully — 25%
- 5 results predicted successfully — 50%

Prize pool distribution where 2 matches have not taken place:

- 8 results predicted successfully – 5%
- 7 results predicted successfully – 10%
- 6 results predicted successfully – 30%
- 5 results predicted successfully — 55%

If more than 3 matches do not take place, then all bets will be deemed void and the stakes will be refunded.

15. TOTO FIFA

Toto FIFA is a game in which the organizer accepts bets, in accordance with the Toto totalizator rules and the relevant legislation, from participants on the outcomes of events offered as part of the Toto, and then distributes the money received in the form of stakes (the “pool”) between the winning participants.

A Toto bet slip is a list of 15 events and their outcomes. It is filled in by a participant in order to place a bet. A bet on “Team 1 To Win” is designated as “W1”; a bet on “Team 2 To Win” is designated as “2”; a bet on a “Draw” is designated as “X”. Participants can select several outcomes for each event. This increases the number of selections within the bet and, consequently, increases the minimum stake.

A Toto bet is a combination of event outcomes (one for each event in the next toto) on which a participant wagers money, together with the total amount of money wagered.

A participant’s bet wins if they correctly predict the results of 9 or more events, and loses if they correctly predict fewer than 9 events.

If a bet loses, the participant loses their stake. If a bet wins, the participant’s stake is included in the total prize pool paid out to the winners.

Distribution of the prize fund by category

15 outcomes correctly predicted - 10% of the prize fund
14 outcomes correctly predicted - 10% of the prize fund
13 outcomes correctly predicted - 10% of the prize fund
12 outcomes correctly predicted - 10% of the prize fund
11 outcomes correctly predicted - 10% of the prize fund
10 outcomes correctly predicted - 18% of the prize fund
9 outcomes correctly predicted - 32% of the prize fund

The prize fund is distributed between all winning bets proportionally according to the stake amount of each bet and the winning category it comes under.

The jackpot is an extra prize which is distributed between bets proportionally according to their stake amounts.

The jackpot is made up of money from previous Toto draws in which one or several prize funds were not won, i.e. where the best bet correctly predicted fewer than 15 (14, 13, 12, 11, 10) events.

The jackpot increases with every draw and is not paid out until a participant correctly predicts the outcome of every event.

The betting company has the right to increase the size of a jackpot using its own funds.

Bets on all matches in the Toto draw are accepted on regular time unless otherwise specified. Bets are accepted up until the start of the next draw. The start of the draw is when the first event in the Toto begins (void matches are not included). A match in a Toto is deemed void in toto betting according to the company’s betting rules.

If any event in a Toto is deemed void, all bets on it are considered to have won.

Jackpot distribution in case of void events:

1 void event – 35% of the jackpot is paid out
2 void events – 25% of the jackpot is paid out
3 void events – 10% of the jackpot is paid out
4 void events – 5% of the jackpot is paid out

If 3 events in a draw are deemed void, the "9 outcomes correctly predicted" category is not paid out. In this case, 40% of the prize fund is paid out to the "10 outcomes correctly predicted" category, 20% is paid to the "11 outcomes correctly predicted" category, 15% is paid to the "12 outcomes correctly predicted" category, 10% is paid to both the “13-” and “14 outcomes correctly predicted” categories, and 5% is paid to the "15 outcomes correctly predicted" category.

If 4 events in a draw are deemed void, the "9- and "10 outcomes correctly predicted" categories are not paid out. In this case, 45% of the prize fund is paid out to the "11 outcomes correctly predicted" category, 25% is paid to the "12 outcomes correctly predicted" category, 15% is paid to the "13 outcomes correctly predicted" category, 10% is paid to the “14 outcomes correctly predicted” category, and 5% is paid to the "15 outcomes correctly predicted" category.

If the company obtains reliable information before the start of an event about the cancellation of any event in a Toto draw, if any of the events are described incorrectly in the sportsbook (wrong names of participants, incorrectly labeled home/away team), or in the event of force majeure, including technical failures preventing any interested persons from placing bets on the draw, the company may (but is not obliged to) deem the Toto draw void, refund all bets and create a new Toto based on the canceled draw.

16. ESPORTS TOTO

GENERAL TERMS

1. The betting company accepts bets on Esports TOTO totalizators in accordance with these Terms and Conditions.
2. An Esports TOTO totalizator is a game where customers can place bets on the outcomes of 11 fixed esports events offered within the totalizator.
3. Bets are only accepted from individuals who have read and agreed to the company's Terms and Conditions. By placing bets, you confirm that you agree to the Terms and Conditions.

Esports TOTO BET

TOTO BET

1. To place a bet, you need to pick one result for each of the 11 events shown on the bet slip. You must predict not only who will win an event or a specific map, but also the total score at the end of the event. You can also bet on a draw in CS: GO if overtime is not mentioned in the rules of the tournament.
2. An Esports TOTO bet is the combination of a set of outcomes (one for each event) and the stake amount of the bet placed on this set of outcomes.
3. For each event in the totalizator, you can choose between one and four (five in rare cases) potential outcomes. Each bet is settled and paid out separately. When a bet is placed, the total number of bets (options) and the total stake are displayed. The size of the stake on each option is calculated by dividing the total value of the bet by the number of options.
4. The minimum stake for a totalizator is decided by the company.
5. You can view the full list of totalizators by going to TOTO – Esports TOTO – List of draws.

Esports TOTO SETTLEMENT

1. Once all the events in an Esports TOTO have concluded, we pay out the winnings for the correct outcomes for each event in the totalizator according to the Terms and Conditions for accepting esports bets.
2. An event in a totalizator is considered void if it is interrupted/postponed/delayed by more than 24 hours, or if it starts before the deadline for accepting bets for the totalizator. In a totalizator, all bets on all outcomes of a void event are considered to have won.
3. If 3 or more events in a totalizator are deemed void, that totalizator is deemed void, and all bets are settled at odds of 1.00.
4. The winnings for each bet are calculated by multiplying the winnings per 1 (one) monetary unit of the stake by the stake amount. The winnings per one monetary unit of the stake are calculated by dividing the prize pool for this category by the total value of the players' stakes on correctly predicted options (i.e. the larger the stake, the greater the winnings).
5. Winnings are credited within 1 hour of the end of the last event in the Esports TOTO totalizator, and no later than 12 hours after the end of the last event in the totalizator in the event of force majeure.

16.1. DISTRIBUTION OF THE PRIZE FUND AND JACKPOT

DISTRIBUTION OF THE PRIZE FUND

1. The pool is the total sum of money received in the form of players' stakes in a totalizator.
2. The prize fund is the portion of the pool (90%) designated to be paid out as winnings.
3. Distribution of the prize fund by categories (including where one event is declared void):
    - 11 outcomes predicted correctly – 10% of the prize fund
    - at least 10 outcomes predicted correctly – 10% of the prize fund
    - at least 9 outcomes predicted correctly – 10% of the prize fund
    - at least 8 outcomes predicted correctly – 15% of the prize fund
    - at least 7 outcomes predicted correctly – 20% of the prize fund
    - at least 6 outcomes predicted correctly – 35% of the prize fund
4. Distribution of the prize fund by categories where two events are declared void:
    - 11 outcomes predicted correctly – 5% of the prize fund
    - at least 10 outcomes predicted correctly – 10% of the prize fund
    - at least 9 outcomes predicted correctly – 15% of the prize fund
    - at least 8 outcomes predicted correctly – 25% of the prize fund
    - at least 7 outcomes predicted correctly – 45% of the prize fund
    - at least 6 outcomes predicted correctly – no payout
5. If the jackpot reaches 10 million, a rule comes into force to award the jackpot to the bet slip that correctly predicted 10 outcomes, provided that no one else guessed all 10 outcomes. In all other cases, bet slips with 10 correctly predicted outcomes share in 25% of the jackpot. This rule applies only if there are no canceled matches in the draw.

Distribution of the prize pool in cases where there is only one bet slip with 10 correctly predicted outcomes:

- Bet slip with 10 correct outcomes - 10% of the prize pool + 100% of the jackpot
- Bet slips with 9 correct outcomes - 10% of the prize pool
- Bet slips with 8 correct outcomes - 15% of the prize pool
- Bet slips with 7 correct outcomes - 20% of the prize pool
- Bet slips with 6 correct outcomes - 35% of the prize pool

Distribution of the prize pool in cases where there are several bet slips with 10 correctly predicted outcomes:

- Bet slips with 10 correct outcomes - 10% of the prize pool + 25% of the jackpot
- Bet slips with 9 correct outcomes - 10% of the prize pool
- Bet slips with 8 correct outcomes - 15% of the prize pool
- Bet slips with 7 correct outcomes - 20% of the prize pool
- Bet slips with 6 correct outcomes - 35% of the prize pool

JACKPOT

1. A cumulative JACKPOT, made up from previous totalizators, is designated for the prize category where the outcomes of all 11 events are correctly predicted.
2. The JACKPOT is an additional prize which is divided out between all bets where the outcomes of all 11 matches have been correctly predicted, in proportion to the size of the stakes (i.e. the larger the stake, the greater the winnings). It is made up from previous totalizator draws where one or more prize categories was not won (i.e. where the outcomes of fewer than 11 (10, 9, 8, 7, 6) events were correctly predicted by the best bet), in which case the prize fund for this category is rolled over into the cumulative JACKPOT for the next draw. The JACKPOT increases with each draw and is only won when at least one customer correctly predicts the outcomes of all 11 events. The organizer of the totalizator may increase the JACKPOT using their own funds.
3. Distribution of the JACKPOT when there are void events:

- 1 void event – 35% of the JACKPOT
- 2 void events – 20% of the JACKPOT

17. TOTO Free

1. TOTO bet slip – the customer must determine the results of the 12 events specified, submitting this as a free prediction once done. On the TOTO bet slip, results are represented as:
    - "1" for Home Win
    - "2" for Away Win
    - "X" for Draw
2. Only one outcome can be selected for each event.
3. Predictions are accepted until the first match included in the TOTO starts. Bet slips submitted after the first TOTO match has started will be deemed invalid.
4. A TOTO bet slip goes live when the first match included in the TOTO selection starts (actual time, not scheduled time). Matches deemed void are not taken into account. The start dates and times of the matches shown on the bet slip are for information purposes only. An incorrectly stated event time is not regarded as a reason for cancellation of the bet.
5. If an event is considered void, all the outcomes of this event in all bet slips are considered winning.
6. If one or more events are considered void:
    - If 4 or more events are considered void, a TOTO bet is regarded as canceled.
    - If 3 events are considered void, no points are awarded for 8 and 9 correctly predicted outcomes.
    - If 1 or 2 events are considered void, no points are awarded for 8 correctly predicted outcomes.
7. A match included in a TOTO bet slip is considered void if it is regarded as void according to the rules of MelBet Betting Company.
8. Winnings distribution:
    - 100 bonus points are awarded for 8 correctly predicted outcomes
    - 250 bonus points are awarded for 9 correctly predicted outcomes
    - 1,000 bonus points are awarded for 10 correctly predicted outcomes
    - 3,000 bonus points are awarded for 11 correctly predicted outcomes
    - 7,000 bonus points are awarded for 12 correctly predicted outcomes
9. How does it work?
    - A new round of TOTO is held every day.
    - Make your prediction for free.
    - Before a TOTO draw starts, confirm your free TOTO prediction by placing a bet on a sporting event. The minimum stake to confirm your prediction is 2.3 EUR, and the odds must be 2 or higher.
    - Only the first bet placed after your TOTO prediction has been made will count as confirmation of that prediction. Please note that bets placed with the use of promo codes and bonus points, as well as Advancebets, sold bets, refunds at odds of 1.00 and System bets will not count as confirmation of your TOTO prediction.
    - You can make only one prediction per day.
    - Wait for the daily TOTO draw.
10. A list of previous rounds can be found on the TOTO "List of draws" page.
11. Receive your bonus points in your Promo Code Store account within an hour after the last TOTO match has ended.
12. TOTO Terms and Conditions
    - MelBet reserves the right to refuse a free TOTO bet to a customer where the Betting Company reasonably believes that such customer has historically or is currently abusing or defrauding the betting system, for example by engaging in arbitrage.
    - You must be over 18 years of age to open an account with the Betting Company.

    - The Company has the right to cancel or withdraw this offer or change any of its terms at any time without notifying or giving a reason. The company also reserves the right not to allow certain account holders to take part in this promotion.
13. The company maintains a strict policy of only one account per customer and uses a number of internal security systems to identify this. In this regard, in order to avoid the potential for abuse, we reserve the right, in our sole discretion, to refuse to provide a free bet bonus in the following cases:
    - accounts sharing same IP addresses;
    - accounts belonging to the same family and/or household;
    - accounts sharing common contact details or an identifier (e.g. e-mail address, telephone number, credit/debit card number or other payment details);
    - multiple accounts belonging to the same person;
    - breach of any of our bonus terms and conditions;
    - evidence of collusion between customers in placing of bets.
14. The present offer is valid only for MelBet customers.
15. MelBet is the sole arbiter of this promotion and its decision is final and binding. MelBet further reserves the right to request satisfactory ID documentation from any customer prior to them being credited with the free bet.
16. This offer only applies to a customer’s first account (their profile in My Account must be completed in full and their phone number must be activated) and will not apply to any subsequently opened accounts. This offer cannot be used in conjunction with any other offers. If you have any questions regarding MelBet bonuses, please contact our customer support.
17. You must agree to participate in sports betting bonus offers on the ‘Account Settings’ page in the My Account section.

18. CRICKET TOTO

1. GENERAL PROVISIONS
    1. The bookmaker, accepts Cricket TOTO bets in accordance with these Terms and Conditions.
    2. A Cricket TOTO draw is a type of game where users can place bets on the outcomes of 10 preselected esports matches offered as part of a TOTO draw.
    3. Bets are only accepted from individuals aged 18 years or over. The bettor bears responsibility for any violations of this clause.
    4. Bets are only accepted from individuals who have read and agreed to these Terms and Conditions. By placing a bet, the user confirms that they agree to these Terms and Conditions.
2. TOTO CRICKET BET
    1. To place a bet, the bettor needs to select one result for each of the10 events in the bet slip. The bettor must predict not only the winner of the match, but also the score at the end of the match.
    2. A Cricket TOTO bet is a full set of outcomes - one for each event - as well as the amount of money wagered on these outcomes.
    3. In each match of the draw, the bettor can select between one and five potential outcomes. Each bet is paid out and settled individually. When the bettor places a bet, the total number of bets (options) and the total stake will be displayed. The stake of each betting option is calculated by dividing the total stake of the bet by the number of options.
    4. All TOTO bets can be checked by going to TOTO > Cricket > List of draws.
3. SETTLING CRICKET TOTO BETS
    1. Once all of the Cricket TOTO matches have ended, we will publish the winning outcomes for each of the events in the TOTO draw, based on the rules for accepting bets on cricket.
    2. A match will be deemed canceled for the purposes of a draw if it is interrupted/postponed/delayed by more than 24 hours, or if it starts before the end of the betting period for the draw in question. For TOTO bets, all outcomes of canceled matches will be considered losses.
    3. If a draw includes 3 or more canceled matches, the draw will be deemed canceled and all bets will be refunded at odds of 1.00.
4. DISTRIBUTION OF THE PRIZE FUND
    1. Betting pool - a monetary sum, received in the form of bets placed by participants of the current Cricket TOTO draw.
    2. Prize money - a part of the pool (90%), used to pay out winnings.
    3. The prize pool is distributed in categories:
        - category 1 - 5% of the prize pool - includes bets with correct predictions for 10 match results.
        - category 2 - 5% of the prize pool - includes bets with correct predictions for 10 or 9 match results.
        - category 3 - 10% of the prize pool - includes bets withcorrect predictions for 10, 9 or 8 match results.
        - category 4 - 10% of the prize pool - includes bets with correct predictions for 10, 9, 8 or 7 match results.
        - category 5 - 25% of the prize pool - includes bets with correct predictions for 10, 9, 8, 7 or 6 match results.

- category 6 - 45% of the prize pool - includes bets with correct predictions for 10, 9, 8, 7, 6 or 5 match results.
- The category for all 10 correct outcomes also includes a cumulative JACKPOT formed from previous draws.

4. A JACKPOT is an additional prize that is distributed between bets where the results of 10 matches were guessed correctly, in proportion to the stake of these bets (i.e. the bigger the stake, the more winnings the participant receives). It is formed from previous TOTO draws in which no prizes were awarded for one or more winning categories, i.e. the best bet had fewer than 10 correct predictions (9, 8, 7, 6, 5). In this case, the prize pool for this category is carried over and added to the JACKPOT of the next draw. The JACKPOT is not drawn and does not increase from draw to draw until a participant correctly predicts the results of all 10 matches. The organizer of the TOTO draw has the right to increase the JACKPOT using their own funds.
5. JACKPOT distribution in the event of canceled matches:
    - 1 canceled match - 35% of the JACKPOT awarded
    - 2 canceled matches - 20% of the JACKPOT awarded
6. In the event that there is 1 canceled match, the prize fund will be distributed in categories in accordance with clause 4.2.
7. In the event that there are 2 canceled matches, the prize fund will be distributed in categories as follows:
    - category 1 - 5% of the prize pool - includes bets with correct predictions for 10 match results.
    - category 2 - 10% of the prize pool - includes bets with correct predictions for 10 or 9 match results.
    - category 3 - 15% of the prize pool - includes bets with correct predictions for 10, 9 or 8 match results.
    - category 4 - 25% of the prize pool - includes bets with correct predictions for 10, 9, 8 or 7 match results.
    - category 5 - 45% of the prize pool - includes bets with correct predictions for 10, 9, 8, 7 or 6 match results.
    - category 6 - unpaid

5. CALCULATION OF WINNINGS
    1. The winnings for each bet are calculated by multiplying the winning odds for 1 RUB by the stake. The winning odds for 1 RUB are calculated by dividing the prize fund for the relevant category by the total stake of bets on correct predictions (i.e. the bigger the stake, the more winnings the participant receives).
    2. Winnings from bets are credited within 1 hour of the end of the last match in the Cricket TOTO draw, and no later than 12 hours after the end of the last match in the draw in the event of force-majeure circumstances

19. Main sources of information

1. Basketball:
www.euroleague.net - ULEB Euroleague
www.ulebcup.com - ULEB Cup
www.fiba.com - FIBA Tournaments
www.aba-liga.com - Adriatic League
https://vtb-league.com/ -VTB United League
www.russiabasket.ru - Russia
www.nba.com - NBA
www.wnba.com - WNBA
www.ncaa.com - NCAA
www.nbl.com.au - Australia
https://basketballaustria.at - Austria
www.easycredit-bbl.de - Germany
www.esake.gr - Greece
www.acb.com - Spain
www.legabasket.it - Italy
www.lkl.lt - Lithuania
www.plk.pl - Poland
https://basketligakobiet.pl/ - Polish Championship. Women
https://www.kls.rs- Serbia
www.tbl.org.tr - Turkey
https://fbu.ua/ - Ukraine
www.lnb.fr - France
https://nbl.basketball/ - Czech Republic
https://www.kbl.or.kr- South Korea
https://www.cbaleague.com/ -China

2. Volleyball:
https://en.volleyballworld.com/ - European Cups
www.fivb.com - International
www.volleyball-bundesliga.de - Germany
www.volleyball.gr - Greece
www.rfevb.com - Spain
www.legavolley.it - Italy (Men)
www.legavolleyfemminile.it - Italy (Women)
www.pls.pl - Poland (Men)
https://www.pzps.pl- Poland (Women)
www.volley.ru - Russia
https://tvf.org.tr/ - Turkey
http://www.lnv.fr/ - France
www.cvf.cz - Czech Republic

3. Handball:
www.ihf.info - IHF Tournaments
www.eurohandball.com - EHF Tournaments
www.handball-bundesliga.de - Germany
https://tophaandbold.dk/- Denmark
www.asobal.es - Spain
www.rushandball.ru - Russia
https://www.lnh.fr/prologue/calendrier - France
www.svenskhandboll.se - Sweden

4. Other types of sports:
www.nfl.com - American Football NFL
www.mlb.com - Baseball MLB
www.koreabaseball.com
https://npb.jp/ – Baseball. Japan
https://www.wbsc.org/ –Baseball. World Tournaments
https://www.snooker.org/ -Snooker
www.boxrec.com - Boxing
www.iaaf.org - Athletics
www.fis-ski.com - Ski
www.atptour.com - Tennis. ATP. Challengers.
wwww.wtatennis.com - Tennis WTA
https://www.itftennis.com/en/ - World Tennis
https://www.wimbledon.com/ – Tennis. Wimbledon
https://www.daviscup.com/ – Tennis. Davis Cup
https://www.billiejeankingcup.com/ – Tennis. Billie Jean King Cup
www.espn.com/f1, www.formula1.com - Formula-1
https://www.chess.com/ru/events - Chess
https://www.olympics.com/ – Olympic Games

5. Ice hockey:
www.khl.ru - KHL
www.nhl.com - NHL
www.theahl.com - AHL
https://ice.hockey- Austria
www.hockey.by - Belarus
www.penny-del.org - Germany
https://metalligaen.dk/ - Denmark
www.hockey.no - Norway
www.fhr.ru - Russia
https://www.hockeyslovakia.sk/en/ - Slovakia
https://www.finhockey.fi/ - Finland
www.hockeyfrance.com - France
www.hokej.cz - Czech Republic
www.sihf.ch - Switzerland
www.swehockey.se - Sweden
https://www.iihf.com/ –World Championship
https://www.chl.hockey/ - Hockey Champions League

6. Soccer:
http://www.fifa.com - International Matches
http://www.uefa.com - National Team Matches. Europe, UEFA Champions League, Europa League
http://www.concacaf.com - CONCACAF Champions League
http://www.cafonline.com - CAF Champions League
http://www.the-afc.com - AFC Champions League
https://www.premierleague.com - Premier League
https://aleagues.com.au/ – A-League
https://www.nationalpremierleagues.com.au - National Premier Leagues
http://www.bundesliga.at - Austrian Football Bundesliga
http://www.afa.org.ar - Superliga Argentina
http://www.ffa.am - Armenian Premier League
http://abff.by - Belarusian Premier League
https://www.proleague.be/ - Belgian First Division A
http://fpleague.bg/bg - First Professional Football League (Bulgaria)
http://www.nfsbih.ba - Premier League of Bosnia and Herzegovina
https://www.cbf.com.br - Campeonato Brasileiro Série A
http://www.mlsz.hu - Nemzeti Bajnokság
https://www.guatefutbol.com - Liga Nacional de Fútbol de Guatemala
http://www.kicker.de – Bundesliga
http://www.hkfa.com - Hong Kong Premier League
https://www.slgr.gr/el/ - Super League Greece
http://www.lnphn.com - Liga Nacional de Fútbol Profesional de Honduras
http://erovnuliliga.ge – Erovnuli Liga
https://eredivisie.eu/home/ – Eredivisie
https://superliga.dk/ - Danish Superliga
https://www.football.co.il/ - Israeli Premier League
http://www.the-aiff.com – I-League
http://www.persianleague.com - Persian Gulf Pro League
http://www.ksi.is – Úrvalsdeild karla
https://www.laliga.es/en/ - La Liga
https://kffleague.kz - Kazakhstan Premier League
https://www.qfa.qa/en - QNB Stars League
https://www.csl-china.com/ - Chinese Super League
http://www.cfa.com.cy - Cypriot First Division
http://www.unafut.com - Liga FPD
http://dimayor.com.co – Categoría Primera A
http://www.lff.lv - Latvian Higher League
https://toplyga.lt/ - A Lyga
http://ffm.mk - Macedonian First Football League
https://www.malaysianfootballleague.com - Malaysia Super League
http://www.mfa.com.mt - Maltese Premier League
http://www.femexfut.org.mx - Liga MX
http://www.nzfootball.co.nz - New Zealand Football Championship
http://www.fotball.no - Eliteserien
http://www.proleague.ae - UAE Pro-League
https://lpf.com.pa/ - Liga Panameña de Fútbol
http://www.apf.org.py - Paraguayan Primera División
https://liga1.pe/ - Peruvian Primera División
http://www.ekstraklasa.org - Ekstraklasa
https://premierliga.ru - Russian Premier League
https://fnl.pro - Russian Football National League
http://www.lpf.ro – Liga I
http://www.spl.com.sa - Saudi Professional League
http://nifootballleague.com - NIFL Premiership
http://www.superliga.rs - Serbian SuperLiga
https://www.nikeliga.sk/ - Slovak Super Liga
http://www.nzs.si - Slovenian PrvaLiga
https://www.mlssoccer.com - MLS
http://www.thaileague.co.th - Thai League 1
https://www.tff.org/ - Süper Lig
https://upl.ua - Ukrainian Premier League
https://www.faw.cymru - Wales Premier League
http://www.auf.org.uy - Uruguayan Primera División
http://www.veikkausliiga.com - Veikkausliiga
http://www.lfp.fr - Ligue 1
https://hns.family - Croatian First Football League
http://fscg.me - Montenegrin First League
https://www.fotbal.cz/ - Czech First League
http://www.anfp.cl - Chilean Primera División
http://www.football.ch - Swiss Super League
www.allsvenskan.se - Allsvenskan
https://spfl.co.uk - SPL
http://www.jalgpall.ee - Meistriliiga
http://www.psl.co.za - South African Premier Division
http://www.kleague.com - K League 1
https://www.jleague.co/ - J1 League

20. Golden Race

GoldenGames - present multimedia events with deliberately unknown results, which are broadcast via Internet to a chain of betting shops.

Any player can learn the results of the events filtered by date, time, type, and number in online mode.

20.1. Virtual soccer

There is a new virtual 3-D football match held every five minutes. A match lasts 90 seconds.

Types of bets:

- *Home (1)*- win of the first (home) team in match;
- *Draw (X)*- a result in competitions that reveals no winner;
- *Away (2)*- win of the second (away) team;
- *Double Chance*
    - 1X - the first team wins the match or draw;
    - 12 - the first team wins or the second team wins;
    - X2 - draw or the second team wins;
- *Half-time/ Full-time*- how the first half ends and how the whole match ends:
    - 1/1- the first team wins the first half and the first team wins the match;
    - 1/X- the first team wins the first half, the match ends in a draw;
    - 1/2- the first team wins the first half; the second team wins the match;
    - X/1- the first half ends in a draw; the first team wins the match;
    - X/X- the first half and the match end in a draw;
    - X/2- the first half ends in a draw, the second team wins the match;
    - 2/1- the second team wins the first half, the first team wins the match;
    - 2/X- the second team wins the first half, the match ends in a draw;
    - 2/2- the second team wins the first half and the match;
- *Match score* - you need to predict the correct score in the match, list of suggested score bets is displayed on the screen before the beginning of the match;
- *Number of goals* - you need to predict the number of scored goals in the match, suggested numbers of possible scored goals is displayed on the screen before the beginning of the match;
- Over 2,5/Under 2,5 - you need to predict whether the number of scored goals will be over 2.5 or under 2.5;
- No goals/One team to score - you need to predict whether there will be no goals or only one team to score;
- *Both teams to score* - you need to predict whether both teams will score at least one goal;

Betting options:

Single bet – one or several bets in one bet slip. Events are independent from each other. Winning on a single bet is equal to the product of the amount of bet on the outcome for your present odd.

The maximum total for a ticket – indicates the bid amount of each single bet multiplied by an odd.

For a single bet it is possible to set individual bet amounts for each outcome as well as entering total amount, which is automatically divided into the number of bets in the ticket.

20.2. Greyhound and Horse Racing

6 hounds or horses take part in each race. There is a new race held every 2-5 minutes.

Betting options:

- ***Winner*** - you pick the first place in the race – the starting number will finish in the first place.
- ***Double or Exacta*** - the picked numbers will finish in the first and the second places correspondingly.
- ***Quinella*** – you pick the numbers that will finish in the first or in second the place in any order.
- ***Triple*** - you pick the first, second and third places in the correct order – the numbers will finish in the first, second and third places correcpondingly.
- ***Place1-2*** - you pick the number that you think will finish in the first or second place.
- ***Place1-3*** - you pick that number that you think will finish in the first, second or third place.
- ***System Double and Triple*** - You can bet on all combinations of numbers at the racing event. With Double you have to bet on minimum 2 start numbers. With Triple you have to bet on minimum 3 start numbers.

Extrabets*:*

- ***Odd/Even*** *– bet on a participant with an even number (2, 4, 6) or odd (1, 3, 5);*
- ***Over/Under*** – bet on a participant with the number larger than 3 (over – 4, 5, 6) or smaller (under – 1, 2, 3);

Example: Double system

- *First 2 numbers – 2 combinations (1-2/2-1)*
- *First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)*
- *First 4 numbers – 12 combinations*
- *First 5 numbers – 20 combinations*
- *First 6 numbers – 30 combinations*

Example: Triple System

- *First 3 numbers – 6 combinations (1-2-3/1-3-2/2-1-3/2-3-1/3-1-2/3-2-1)*
- *First 4 numbers – 24 combinations*
- *First 5 numbers – 60 combinations*
- *First 6 numbers – 120 combinations*

20.3. Motorcycle Races

Four motorcycles participate in each race. Races start every 2-5 minutes.

Types of bets:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - the player choose two numbers of participants, who should come first and second in chosen order.
- *Double System* - the player can place bet on all suggested outcomes in Double System for certain numbers of the participants. The player should choose minimum two participants.

Example: Double System

- *First 2 numbers – 2 combinations (1-2/2-1)*
- *First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)*
- *First 4 numbers – 12 combinations*
- *First 5 numbers – 20 combinations*
- *First 6 numbers – 30 combinations*

21. Casino

1. The industry of gambling, betting, and eGaming is an area where a variety of special words and terms are used. If the Customer has any doubts regarding the meaning of a particular term, they should refrain from placing bets in the games that apply this term.
   Hence, the Customer should make bets only when he/she clearly understands what each word means exactly. The Bookmaker explicitly disclaims any responsibility for situations when the Customer misunderstands the meaning of words used in games they play.
2. Before proceeding with any game, the Customer is strongly advised to read and carefully examine its rules to the fullest extent possible.
3. The Customer participating in a tournament, live table game or game of any kind on the platform, acknowledges that they fully understand, accept and agree to comply with the Terms & Conditions (hereinafter referred to as “T&C”) of each respective tournament, live table game or game of any kind.
4. The Customer is not allowed to enter into collusion with other Customers. Whether it is a direct or indirect collusion scheme, any action of this kind is strictly prohibited. This statement is valid concerning any games made available by the Bookmaker, both now and in the future, without any exceptions.
5. If the Customer is intending to start playing and place bets, he/she is obliged to examine whether it is legal to take part in gambling activities in their jurisdiction. They are also obliged to clarify whether it is legal to use the required software to join any game made available by the Bookmaker. Thus, the Customer must first dispel any possible doubts that his/her actions may be violating any applicable laws, norms, and regulations in their respective jurisdictions.
6. All winnings exceeding €10,000 are viewed and processed as Big Wins. In accordance with this policy, such winnings are to be approved and confirmed by the Bookmaker’s partners before they can be added to the Customer's account and withdrawn.
7. Any bet is treated as an accepted one only after it is registered by the Bookmaker’s server. Corresponding online confirmations are also needed. After that, registered bets can be neither canceled nor changed.
8. The Customer's stakes can never exceed their account balances. Once the bets have been registered, those stakes will be debited from the Customer's account. As for winning, these finds will be credited to the Customer's account after the bets have been properly settled in compliance with these T&C.
9. The Bookmaker explicitly rejects any complaints or disputes related to any facts or events concerning bets made more than 10 (ten) days prior.
10. If the Customer wants to submit a complaint related to the way the Bookmaker's service functions, he/she must immediately contact the Customer Support Service. If such a complaint is found to be valid, it will then be submitted for further consideration to the Bookmaker’s responsible department so that the final decision can be made.
11. Fairness & RNG Testing Methods
    All online products and other offerings made available by the Bookmaker are licensed from Curaçao eGaming. It means that thorough testing and QA rounds - together with comprehensive verification - are always run and successfully accomplished before products go live onto the eGaming platform.
    Using the platform, means that the Customer confirms that he/she is fully informed that independent third-party testing organizations carry out external compliance QA and testing rounds to ensure accurate functionalities, proper display, and flawless processing of transactions, together with the strictest adherence to the legally applicable and mandatory rules and math.
    The Return to Player (RTP) rates mean a theoretical calculation of the expected percentage

concerning the wagers that a specific game will return to the Customer after a reasonable amount of gaming rounds and/or spins. That is to say, while the gameplay and outcomes can never be predicted or foreseen - and the Customer can both win or lose large amounts of money - the average return of any game will universally be reflected by its theoretical RTP indicator. An RTP indicator is calculated either via theoretical calculations or on the basis of virtual approaches fitting the method of the particular type of game. By playing any game, the Customer explicitly agrees to that.

12. The Customer taking part in the Bookmaker's games and bets realizes and agrees that the result of such activities is determined by a random number generator only. As an outcome, the Customer is ready to accept any result of this kind. In addition, the Customer accepts the fact that, in the unlikely event of discrepancies between the results displayed on the screen and the results recorded by the server, the game server will take precedence. Thus, the Customer agrees that the tech records kept by the server will be the ultimate source to determine any conditions, circumstances, and game results.
13. The Customer can get in touch and communicate with the Customer Support Service. The Customer can discuss any questions he/she might have via both an Live chat or email.

21.1. Promotions

BONUSES

1. Any bonus is viewed and treated as a special deal between the Bookmaker and the Customer. Under this deal, the Bookmaker provides the Customer with certain funds to be used for playing and placing bets. At the same time, the Customer assumes full responsibility to meet the wagering requirements before he/she can request to withdraw his/her respective funds.
2. The Bookmaker's bonuses might imply special T&C. That is why the Company urges the Customer to read the T&C carefully, in order to stay informed to the fullest extent possible and prevent any misunderstandings.
3. Bonuses can be used exclusively by a single individual Customer, via a single unique device, at a single IP address, and via the same single Internet browser.
4. Any individual account is permitted to have only one single activated bonus at a time. Deposit-specific bonuses are not of the cumulative type. Hence, they can only be used in the order of precedence, i.e. one after another. That is to say, the Customer's next bonus becomes available only after his/her preceding bonus is already revoked or, alternatively, redeemed.
5. Bonuses provided by the Bookmaker are exclusively available only to the Customer who has already entered all the required personal data via his/her Account. The Customer's telephone phone number must be activated as well. The Customer is also required to agree to the T&C of the bonus program during the registration process. The minimum amount of the Customer’s deposit needed to take part in the bonus program is contingent on a particular bonus.
6. As for the Customer's bonus amount, it is placed into his/her Bonus Balance. It means that the bonus amount will be separated from the Cash Balance.
7. Both the Customer's bonus and winnings generated with it will be lost as soon the bonus expires. The typical validity period associated with bonuses lasts for 30 (thirty) days starting from the day of crediting. The Customer is responsible to carefully study the T&C of any given bonus.
8. As for the validity periods of various bonus freespins, the time frames depend on particular providers. Hence, they are not and cannot be regulated by the Bookmaker.
9. The Bookmaker reserves the right to alter the T&C related to all the bonuses, to temporarily suspend them, or even indefinitely terminate them at any moment in time.
10. The General T&C stipulated by the Bookmaker always apply with no exceptions.

REQUIREMENTS RELATED TO BONUS WAGERING

1. While playing with an activated bonus, the Customer is authorized to place his/her bets with funds from both his/her bonus account and the main personal account. At the same time, the Customer needs to be aware of the fact that having an active bonus on his/her account prevents him/her from withdrawing money. Such requests are declined until the requirements related to bonus wagering are fully complied with. Alternatively, the Customer may reject bonuses available to him/her.
2. As for redeeming a bonus, the Customer is ought to place a required amount of money in bets. Unless it is explicitly stipulated otherwise by the bonus T&C, the Customer is to place enough bets to reach the total bonus amount multiplied by a specified number of times. That is to say, the rule is as follows: wagering requirement = bonus amount X required number of times.
3. Any deposit bonus is subject to being redeemed by wagering a corresponding bonus amount.
4. Until the Customer's bonus is redeemed, the stakes are not allowed to be higher than €5.
5. Once the Customer's bonus has been redeemed, the main personal account is to be credited with the remaining bonus funds. They cannot exceed the Customer's total bonus amount. In case the Customer's bonus account balance is still below the minimum possible stake after his/her bonus becomes redeemed, such a bonus is treated as a lost one.
6. All bets place in the games under the categories of Table Games, Baccarat, Roulette, Blackjack, Keno, Scratch, Bingo, Poker, and “Others" are not subject to the wagering rule.
   The applicable list of games, excluded from bonus offers, can always be downloaded by the Player p. 25.2. In addition to the explicitly excluded games, that range also covers all the games taking part in any tournament at the moment the wageing takes place. The Bookmaker reserves the right to impose restrictions concerning any possible participation in individual bonuses. All the relevant information can be found on the individual bonus cards in the "Bonuses and Gifts" section.
   However, please note that this list may be subject to change from time to time. To find out the most recent list of games, please contact Customer Support.
7. The Customer is authorized to request for withdrawal before his/her bonus becomes redeemed. At the same time, in this case, both the bonus amount and the winnings received while redeeming this bonus are subject to cancellation.
8. Any winning obtained with bonus funds and requested to be withdrawn will be checked and verified by the Bookmaker. It is only after that when such payments can be processed. In some cases, that are conditional to the results of a verification process, the Bookmaker has the full right to and will request personal data from the Customer and additional details to confirm his/her payment methods.

CANCELLATION OF BONUSES

1. The Customer has the full right to give up all the bonuses or any single bonus promotion. It can be done via contacting the Bookmaker’s Customer Support, through an online chat, or by taking the necessary measures in their Personal Accounts.
2. If the Customer rejects or wishes to cancel a bonus, the corresponding bonus balance will become 0 (zero). As a result, the Customer is no loner required to meet wagering requirements.
3. The Customer has the right to stop continuing to meet bonus wagering requirements. It can be done in the Customer's Account. It should be noted that if a bonus is declined after being partially redeemed, any winnings made while redeeming such a bonus are subject to cancellation.

ABUSE OF BONUSES

1. The Customer is strictly prohibited from abusing bonuses. As for the definition of “abuse” in this

context, the following ratios of bonuses received, in their relation to deposits, are defined as abuse. 70% bonus funds obtained on between 5 and 9 deposits; 50% bonus funds obtained on 10 or more deposits. If any kind of abuse takes place, the Bookmaker has the full right to ban the Customer from obtaining any bonuses. It can also annul any winnings received with bonus funds both in the course of wagering and after it ends.

2. The Bookmaker is always fully authorized to examine and scrutinize transaction histories and the Customer's accounts and logs at any moment and for any reason. If such checks detect any kind of bonus misuse done by the Customer, the Bookmaker reserves the full right to nullify the bonuses provided by the Customer.
3. If the Bookmaker detects that the Customer resorts to the gaming strategies prohibited by the Bookmaker when redeeming a bonus, the Bookmaker reserve the right to take penalty measures and exclude the Customer from both currently available promotions and all the future ones.
4. The following are some of the examples of possible strategies viewed as prohibited by the Bookmaker when it comes to clearing bonuses' wagering requirements:
    - Placing high volume of bets without any serious impact on the Customer's balance. This strategy can be exemplified by placing bets on every roulette number or placing bets on red and black simultaneously.
    - Placing big bets (i.e. those exceeding €5 (five euros)) with the goal to increase the Cusomer's bonus balance quickly and then seriously reducing the volume of stakes made (i.e. over twofold) for no clear reason while having an appropriate account balance. Each of the aforementioned cases will be thoroughly examined by the Bookmaker.
    - Betting big in those games that presuppose a low contribution (i.e. stake percentage that counts towards the requirements related to wagering) and then betting small in those games that presuppose a larger contribution
    - Postponing any game round, concerning bonuses and freespins, to a later moment while facing no wagering requirements and/or imposed limits on making new deposits, with freespins and bonuses being still available
    - Any combinations of the aforementioned gaming techniques and strategies.
5. Whenever any case of bonus abuse committed by the Customer is revealed and identified, the Bookmaker has the full right to take the following measures: canceling and nullifying all available bonuses together with winnings generated from those bonuses as well as blocking the Customer's account completely.
6. The Bookmaker recommends the Customer to enter his/her real phone number while registering: the Bookmaker may use it later to confirm the Customer's true identity. In case it turns out to be impossible to contact the Customer, the Bookmaker has the full right to restrict the Customer's use of bonuses and even totally block his/her personal account.

GIFTS

1. A gift must be understood as a special sort of bonus. As such, it requires no deposit and is exclusively available to those Customers who agree to take part in the bonus offers made available by the Bookmaker.
2. At the same time, some special T&C may be applied to such gifts. That is why the Bookmaker urges the Customer to carefully examine those T&C before activating available gifts (such T&C may describe bonus amounts, requirements related to wagering, etc.). The Customer should visit the corresponding section of "My Account" to read those T&C so that complete information regarding gifts can be obtained and avoid any possible misconceptions, miscommunications, and misunderstandings.
3. At any moment of time, only one single gift per one gaming account is allowed to be active. Hence, gifts are not subject to accumulation. Consequently, gifts can only be used on the basis

of the so-called “queuing principle”. That is to say, every next gift becomes available only after the preceding one becomes redeemed. Alternatively, the preceding gift may also be either canceled or suspended during wagering.
4. Any gift, together with any winnings obtained using it, will be lost once this gift has expired. If the Customer wants to be sure about the applicable validity periods, he/she should visit the 'My Account' page (which can be found under the “Bonuses and Gifts” website section). Any gift becomes active starting exactly from the moment it is awarded to a Customer. Please note that suspending the wagering bonus will not extend the validity period of a gift offer made available.
5. Even while having an activated gift, the Customer has the right to place his/her bets with the funds available with their main accounts.
6. All the Bookmaker's T&C in their entirety, including all the other T&C of the Bookmaker's bonus policy always apply as long as they do not contradict the aforementioned stipulations.

21.2. Types of Bonuses and Terms of Use

- Free spins (FS) are extra spins in slots which a customer can receive free of charge as part of a bonus or promotion. The number of free spins, the games they can be used on, their validity period, and the wagering requirements for winnings are determined by the terms and conditions of the specific bonus or promotion.
- Wagering requirement is a multiplier used to calculate the total amount of bets that must be placed to meet the conditions for wagering a bonus or winnings received using a bonus.
- Wagering is the fulfillment of conditions attached to a bonus for placing bets at a value calculated according to the specified wagering requirement.
- Main account is the customer’s account which holds the customer’s own money and any winnings and redeemed bonus funds that are credited to it.
- Bonus account is a separate account to which bonus funds are credited and from which bets are made when wagering bonuses that require a bonus account to be used.

Free spins

1. No-wager free spins (x0 wagering requirement)

All winnings received as a result of using free spins are credited directly to the user’s main account with no additional wagering conditions.

Example:

- Terms and conditions: 50 no-wager FS (x0 wagering requirement).
- You use 50 FS and receive winnings of €60.
- The sum of €60 is immediately paid to your main account.

Where no-wager free spins are displayed:

1. Find the bonus you received on the website: log in to My Account, go to the “Bonuses and gifts” section, and select the “Gifts” tab.
2. Launch a game by pressing the “Play” button on the bonus card, and you will be automatically redirected to a slot with the free spins.
3. The time allowed to activate the bonus is limited and is displayed on the bonus card.
4. Winnings from free spins are not subject to any wagering requirements. Winnings received are immediately credited to the main account after the free spins have been used.

2. Free spins with a wagering requirement

Winnings from free spins are displayed on the bonus card. For funds to be transferred to the main

account, the wagering requirements must be met from the main account.

Example:

- Terms and conditions: 50 FS with a x10 wagering requirement.
- After all the free spins have been used, your winnings amount to €20.
- A x10 wagering requirement means that to meet the wagering conditions, bets must be made to the value of €200, equivalent to the amount of winnings from the free spins (€20) multiplied by the x10 wagering requirement (€20 x 10), in games eligible for wagering bonuses.
- Once this requirement has been met, €20 is transferred to the main account.

Where free spins with a wagering requirement are displayed:

1. Find the bonus you received on the website: log in to My Account, go to the “Bonuses and gifts” section, and select the “Gifts” tab.
2. The time allowed to activate and wager the bonus is limited and is displayed on the bonus card.
3. Launch a game by pressing the “Play” button on the bonus card, and you will be automatically redirected to a slot with the free spins.
4. Winnings from the free spins are displayed on the bonus card.
5. Start wagering. Wagering is only possible if you have funds in your main account - since bets placed under wagering requirements are made from the main account, you must have funds in it (your own or winnings).
6. For winnings to be transferred to the main account, the wagering requirements must be met from the main account.

Cash bonus
1. Cash bonus with wagering from the bonus account

The deposit is credited to the customer’s main account, and the cash bonus to the bonus account. To meet the wagering requirements, the customer places bets using funds in their bonus account. If the bonus account balance falls to zero before the wagering requirements are met, the bonus is forfeited.

Example:

- Terms and conditions: 100% bonus, x30 wagering requirement, deposit of €20 or more.
- The customer deposits €50 and receives a €50 bonus (100% of the deposit).
- €50 is credited to the bonus account with a x30 wagering requirement.
- While the bonus is being wagered, a pop-up is displayed in the slot giving a choice of account from which to make bets.
- A x30 wagering requirement means that to meet the wagering conditions, bets must be made to a total value of €1,500, equivalent to the amount of the cash bonus (€50) multiplied by the x30 wagering requirement (€50 x 30).
- Once the requirements have been met, the remaining amount is credited to the main account, but not more than the original bonus amount of €50.

Where to find and how to use a cash bonus with wagering from the bonus account:
1. The cash bonus is credited to the bonus account.
2. The amount credited to the bonus account must be wagered using funds in the bonus account in line with the wagering requirement specified in the terms and conditions of the specific bonus or promotion.
3. While the bonus is being wagered, a pop-up is displayed in the slot giving a choice of account from

which to make bets. The bonus can only be wagered using the bonus account.
4. The time allowed to activate and wager the bonus is limited and is displayed on the bonus card.
5. Once the bonus has been wagered, the remaining amount is credited to the customer's main account, but not more than the original bonus amount.

2. Cash bonus with wagering from the main account

After making a deposit, the customer receives a cash bonus which is displayed in the form of a card under the "Gifts" tab of the "Bonuses and gifts" section.

Example:

- Terms and conditions: 100% bonus, x10 wagering requirement, deposit of €20 or more.
- The customer deposits €20, and a €20 bonus card appears in My Account.
- A x10 wagering requirement means that to meet the wagering conditions, bets must be made from the main account to a total value of €200, equivalent to the amount of the cash bonus (€20) multiplied by the x10 wagering requirement (€20 x 10).
- Once the requirements have been met, €20 is credited to his main account.

Where to find and how to use a cash bonus with wagering from the main account:
1. Find the bonus you received on the website: log in to My Account, go to the "Bonuses and gifts" section, and select the "Gifts" tab. The bonus is displayed in the form of a card.
2. The time allowed to activate the card is limited.
3. Once the bonus is activated, the customer must meet the wagering requirements using funds from their main account. The time allowed to activate and wager the bonus is limited and is displayed on the bonus card.
4. Once the requirements have been met, the money is transferred to the main account.

21.3. Stop list of wagering games

In order to redeem winnings from a bonus, players are subject to wagering the amount won depending on the terms of every individual bonus. Players can wager the winnings in various video slot games with a list of exceptions. The following list includes games to which the wagering norms do not apply.

10c Min - European Roulette, 10P Roulette, 12 Number Roulette, 1429 Uncharted Seas, 1524 Golden Quest, 1xEuropean Roulette, 1xMWA, 20 Flaring Fruits, 20 Super Stars, 21 Burn Blackjack, 3 Amigos, 3 Card Blackjack, 3 Card Poker, 3-Hand Casino Hold'em, 3- Hand Casino Hold'em, 300 Carat BJ, 300 Carat European Roulette, 3D Baccarat, 3D Blackjack, 3D European Roulette, 3D Lucky Number, 4 Dragon Kings, 4 of a Kind Bonus Poker, 4H Steam Joker Poker, 5 Flaring Fruits, 50 Flaring Fruits, 6 Bingo, 6 Card Poker, 7 11 21, 7 Days Anotherland, 7 Fruits, 7 Handed Blackjack (European), 7 Handed Blackjack American, 7 Solitaire, 7-UP, 777, 8 Leprechauns: Scratch Card, 88 Bingo 88, 88 Golden 88, 88 Riches, 888 Dragons™, 888 Gems 3x3, 888 Gems Pull Tabs, 8th Wonder, 9 Pots of Gold HyperSpins™, A Christmas Carol, A Night In Paris JP, Ace Bonus, Aces & Deuces Bonus Poker, Aces & Eights, Aces & faces poker, Aces and Eights 1 Hand, Aces and Eights 10 Hand, Aces and Eights 100 Hand, Aces and Eights 5 Hand, Aces and Eights 50 Hand, Aces And Eights Poker, Aces and Faces, Aces And Faces HD, Aces and Faces Poker, Aces&Faces, Acey Deucey, Action!, Africa, After Night Falls, Age of Asgard, Age of Knights, AirCombat 1942, Aladdin's Lamp, Alchemy Blast, Alchymedes, Alien Hunter, Alkemor's Tower, All Aces, All American, All American 4 Hands, All American HD, All American Poker 1 Hand, All American Poker 10 Hand, All American Poker 100 Hand, All American Poker 5 Hand, All American Poker 50 Hand, Allstar Knockout, Alter World, Amaterasu Keno, Amazing Link Riches,

American Blackjack, American Gold Poker, American Poker II, American Poker V, American Roulette, American Roulette 3D, American Roulette Gold Series, American Roulette High Stakes, American Roulette Privee, American Roulette Pro, Ancient Magic, Andar Bahar, Andar Nights, Angel & Devil, Animal Fishing, Apollo, Aquarium, Arabeska, Arabian, Arabic Roulette, Argentina League, Argo, Asia Wins, Astro Legends: Lyra & Erion, AstroBoomers: To The Moon!, AstroBoomers: TURBO!, At The Copa, Atlantic City Blackjack, Atlantic City Blackjack Elite Edition, Atlantic City Blackjack Gold, Atlantis, Atlantis Bingo, Atom, Aura of Jupiter, Auto-Roulette, Auto-Roulette La Partage, Auto-Roulette VIP, Avalon Scratch, Awesome Money, Aztec, Baccarat, Baccarat - Punto Banco, Baccarat 777, Baccarat Babes, Baccarat Deluxe, Baccarat Mini, Baccarat No Commission, Baccarat Pro, Baccarat Super 6, Baccarat Supreme, Baccarat Supreme No Commission, Baccarat VIP, Baccarat Wheel, Baccarat Zero Commission, Back Blackjack, Back to the Fruits Respins of Amun Re, Balloon, Balloon Run, Banana Bingo, Bank Job, Bank of Gold, Bank Robbers, Barn Ville, Baron Samedi, Basketball, Basketball Strike, Battleships, Beauty and the Beast, Bee Fab Pull Tab, Beer Party, Beer Tycoon, Belangkai, Bet Velodrom 3D, Biergarten Fest Scratch Card, Big Apple Wins, Big Win Baccarat, Bikini Party, Billion Llama, Bingo 3, Bingo 37, Bingo 37 Ticket, Bingo 75, Bingo 90, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gatinho, Bingo Gênio, Bingo Halloween, Bingo Hortinha, Bingo Iglu, Bingo Pilipino, Bingo Pirata, Bingo Pop, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Soccer, Bingo Trevo da Sorte, Bingole, Bingolícia, Bingote, Birds and Animals, Birds Slot, Birds!, Bit BlackJack, Bit Holdem, Black Beauty, Black Jack, Black Jack 21, Black Jack VIP, Blackjack, Blackjack (3 Hand), Blackjack - Multi-hand, Blackjack - Single Deck™, Blackjack 21 + 3, Blackjack Atlantic City, Blackjack Bonus, Blackjack Classic, BlackJack Classic™, Blackjack Double, Blackjack Double Exposure, Blackjack Double Exposure 3 Hand, Blackjack European, Blackjack Fast , Last updated: June 2022 Blackjack Gold 5, BlackJack High, BlackJack Lucky Sevens, Blackjack Mh, Blackjack Multihand, Blackjack Perfect Pairs, Blackjack Platinum 1, Blackjack Royal Pairs, Blackjack Single Deck, Blackjack Supreme Multi Hand, Blackjack Supreme Single Hand, Blackjack Surrender, Blackjack Switch, Blackjack Touch - Single Deck, Blackjack Vegas Strip, Blackjack VIP, Blackjack Xchange, BlackJack™, Blazing Fruits, Blazing Fruits 3x3, Blazing Fruits Pull Tabs, Blood Eternal, Blood Queen Scratch, Blood Suckers, Blood Suckers™, Blossom Wings, Blue Beard, Board Games, Boat Trip Mississippi, Bomb Squad, Bonanza Wheel, Bonus Deuces Wild, Bonus Deuces Wild 1 Hand, Bonus Deuces Wild 10 Hand, Bonus Deuces Wild 100 Hand, Bonus Deuces Wild 5 Hand, Bonus Deuces Wild 50 Hand, Bonus Deuces Wild Poker, Bonus Poker, Bonus Poker 1 Hand, Bonus Poker 10 Hand, Bonus Poker 100 Hand, Bonus Poker 5 Hand, Bonus Poker 50 Hand, Book of Bastet, Book Of Crazy Chicken, Book of Juno, Book Of Keno, Book of Madness, Book of Madness Respins of Amun Re, Book of Oasis, Book of Romeo & Julia, Book of Romeo and Julia Golden Nights, Book of Shadows, Book of Slingo, Book of Win, Books & Bounties, Books & Bulls Golden Nights, Books & Pearls, Books & Temples, Books And Bulls RHFP, Books and Pearls Respins of Amun Re, Booming Bananas, Booming Seven , Booming Seven Deluxe, Boss The Lotto, Boto Bingo, Boxes, Break Da Bank Again Respin, Bubble Mania, Buffalo Spirit 3x3, Buffalo Spirit Pull Tabs, Bull Cards, Bull Fight, Bun in the Oven, Burning Ice, Burning Ice 10, Burning Ice 40, Burning Keno, Burning Pearl Bingo, Cabaret Dancing Bones, Cai Shen Bingo, Cai Shen Fishing, Caishen Dao, Calavera Bingo, Candy, Cappadocia, Captain Domino, Card Roulette, Caribbean Beach Poker, Caribbean Blackjack, Caribbean Hold'em, Caribbean Poker, Caribbean Saga, Caribbean Stud, Caribbean Stud Poker, Carnaval Bingo, Carnaval Forever, Carnaval Scratchcard, Carol Of The Elves, Carousel, Cash Cuisine, Cash or Crash, Casino, Casino Battle, Casino Hold'em, Casino Holdem, Casino Holdem 1, Casino Hold`em, Casino Roulette , Casino Slot, Casino Stud Poker, Casino War, Caterpillars, Cazino Cosmos, Celebrity Zoo Scratch Card, Champions, Champions Bingo II, Champions Ondemand, Charming Wheel, Charms & Clovers, Chefs Menu, Cherry Blast, Cherry Blast Scratch, Cherry Bomb Deluxe, Cherry Cherry Scratchcard, Chicago Bang Bang!, Chicago Nights, Chilli Pop, Chilling Tiger, Christmas Party, Christmas Slot, Chuck a Luck, Circus, Circus Bingo, City Slot, Classi Keno, Classic 1, Classic 2, Classic Blackjack, Classic Blackjack Gold Series, Classic Cars Deluxe, Classic Mario, Classico, Coils of Cash, Coin Conqueror, Coin Field, Coin Vault, Coins, Color Champion, Colours, Cool Buck - 5 Reel, Copa Libertadores, Cops & Robbers, Cosmic Crystals Scratch, Courier Sweeper, Cowboy, Craps,

Crazy Mice, Crazy Monkey, Cricket X, Crown & Anchor, Crypto Mania Bingo, Crystal Ball Golden Nights, Crystal Ball Red Hot Firepot, Crystal Burst XXL, Cup Cakes, Cupid's Scratch, Curious Machine Plus, Cute Cats, Cutie Cat, Cutie Cat Crazy Chicken Shooter, Cyber Catz: Scratch Card, Dark, Dark 100, Dark Joker Rizes, Dark Vortex, Darts 180, Dashing Derby, Dazzling 7, Dead or Alive™, Delighted Dragon, Deuces & Jokers, Deuces and Joker, Deuces Wild, Deuces Wild 1 Hand, Deuces Wild 10 Hand, Deuces Wild 100 Hand, Deuces Wild 4 Hands, Deuces Wild 5 Hand, Deuces Wild 50 Hand, Deuces Wild HD, Deuces Wild Video Poker, Deutsches Roulette, Diamond, Diamond Deal, Diamond Rich Life 3x3, Diamond Rich Life Pull Tabs, Diamond Valley, Diamonds, Diamonds are Forever 3 Lines, Dice, Dice Bingo, Disc of Athena, Disco Keno, Disco Night, Disco Spin 3x3, Disco Spin Pull Tabs, Divine Fire, Dog 6 H.Odds, Dog H.Odds On Demand, Dog Racing, Dogs 3D, Domino QiuQiu, Donut City, Donut Rush, Double Aces & Faces, Double Bonus, Double Bonus Poker, Double Bonus Poker 1 Hand, Double Bonus Poker 10 Hand, Double Bonus Poker 100 Hand, Double Bonus Poker 5 Hand, Double Bonus Poker 50 Hand, Double Bonus Poker HD, Double Double Bonus, Double Double Bonus Poker, Double Last updated: June 2022 Double Bonus Poker 1 Hand, Double Double Bonus Poker 10 Hand, Double Double Bonus Poker 100 Hand, Double Double Bonus Poker 5 Hand, Double Double Bonus Poker 50 Hand, Double Dragons, Double Exposure, Double Exposure Blackjack mh, Double Joker, Double Joker Poker HD, Double Your Dough, Dr. Jekyll & Mr. Hyde, Draculars Blood Bank Scratch, Dragon Dance, Dragon Fishing, Dragon Fishing II, Dragon Kings™, Dragon Master, Dragon Of The Princess, Dragon Scrolls, Dragon Tiger, Dragon's Cave, Dragons Tomb, Draw High Low, Duck Shooter, Duck Shooter Crazy Chicken Shooter, Duobao Baccarat, Dwarf's Gold, Dynamic Paytable Roulette, E-Bingo, E.T. Races, E.T.Races, Easter Island, Easter Island 2, Easter Pick, Egg Hunter, EggOMatic™, El Porko Mafioso, Elephant Scratchcard, Elite of Evil: The First Quest, Elusive Gonzales, England League, England League Ondemand, English Fast League, English Soccer, Epic Gems, Escape from Alcatraz, Euro Cup 2020, Euro Cup 2020 Ondemand, Euro League Legends, Euro Roulette, Euro Twins Roulette, European Blackjack, European Blackjack Elite Edition, European Blackjack Mh, European Roulette, European Roulette Christmas Edition, European Roulette Dark Mode, European Roulette Gold Series, European Roulette High Stakes, European Roulette Low Stakes, European Roulette Pro, European Roulette Small Bets, European Roulette VIP, Evolution, Explodiac Red Hot Firepot, Explosive Cocktail, Exposure Blackjack, Extra Bingo , Extra Clovers, Extreme, Extremely Rich, Ez2 Lotto, F777 Fighter, Fa-Fa Twins , Faces & Deuces, Faerie Spells™, Fair Roulette, Fair Roulette Privee, Fair Roulette Pro, Fall of the Beast, Fan Tan, Fancy Fruits Crazy Chicken Shooter, Fancy Fruits Golden Nights, Fancy Fruits Respins of Amun Re, Fancy Fruits RHFP, FanTan, Fashion, Fashion TV Nations League, Fervent Diamond, Fervent Diamond Nudge, Fire & Steel, Firefly Keno, Firestorm Bingo, Firing Hot, First Person American Roulette, First Person Baccarat, First Person Blackjack, First Person Craps, First Person Dragon Tiger, First Person Dream Catcher, First Person Football Studio, First Person Golden Wealth Baccarat, First Person Lightning Baccarat, First Person Lightning Roulette, First Person Mega Ball, First Person Roulette, First Person Blackjack, Fish Prawn Crab, Fish-Prawn-Crab Dice, Fishermen Gold, Fishing Expedition, Fishing God, Fishing Kingdom, Fishing War, Five Aces, Five Ball Fiesta, Five Dragons Fishing, Five Hand Vegas Blackjack, Five Hand Vegas Blackjack V2, Flame Roulette, Flash Winnings, FLG Game, Fly Jet, Fly Piggy Fly, Football, Football 3x3, Football Bet, Football Hub, Football League Round, Football Penalty Duel, Football Pro Scratchcard, Football Slot, Football Streak, Football Strike, Force Of Dragon, Forest Animal, Forest Party, Forever Diamonds, Fort Brave, Fortuna, Fortune, Fortune 18, Fortune black, Fortunes, Four Aces, Four Seasons, Frankenslot's Monster, Freecell, Freeway Poker, French Keno, French Roulette, French Roulette Privee, French Roulette Pro, Frenzy Discs: Twin Numbers, Frog Creek, Fruit, Fruit Bat Crazy™, Fruit Casino, Fruit Casino 3x3, Fruit Casino Pull Tabs, Fruit Cocktail, Fruit Fashion, Fruit Heat, Fruit Love, Fruit Mania, Fruit Mania Golden Nights, Fruit Punch Up, Fruit Rush, Fruit Scapes, Fruit Scapes 3x3, Fruit Scapes Pull Tabs, Fruit Snapz, Fruitoids, Fruitomatic, Fruits Bar, Fruits Bar Pull Tabs, Fruits Fortune Wheel, Fruits Fortune Wheel 3x3, Fruits Fortune Wheel Pull Tabs, Fruitsie, Fruity Flurry, Fruity Taste, Fun Fruit, Gagarin-61, Galaxy, Galaxy Roulette, Gambeta Bingo, Gangsters, Gates of Persia, Gem Fishing, Gem Riches, Gem Roulette, Genie Wishes, Germany League, Germany League Ondemand, Ghost Pirates™, Gifts of

Ostara Scratch, Giovanni’s Gems, Global American Roulette, Global Bet, Global Euro Roulette, Global Poker Roulette, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Goal Football League Round - Italian, Goal Football League Round - Spanish, Goblin Run, Gods Slash Fish, GodzFishing, Gold and Money, Gold Bars & Rounds, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Canyon™, Gold Digger: Mines™, Gold Dragon 360, Gold Rooster Lottery, Gold Roulette , Goldaur Last updated: June 2022 Guardians, Golden Chip Roulette, Golden Clover, Golden Crab, Golden Dragon, Golden Dragon Club, Golden Egg Keno, Golden Egg Of Crazy Chicken, Golden Egg of Crazy Chicken Crazy Chicken Shooter, Golden Garuda, Golden Girls, Golden Hook™, Golden Joker Dice, Golden Lemon, Golden Lemon Deluxe, Golden Lucky Cat, Golden Potion, Goldfire 7s, Good Girl/Bad Girl, Gorgeous Diamond, Gorgeous Diamond 3x3, Grand Crown, Grand Riches, Great Warrior, Greedy Goblins, Green Grocery, Greyhound Races, Greyhound Streak, Greyhounds, Greyhounds Ondemand, Guess Train, Gypsy Rose, Hallow Pick, Halloween, Halloween Keno, Halloween Lotto, Halloween Money, Halloween Scratch Card, Halloween Slot, Happy 10, Happy Beast Cards, Happy Birds, Happy Cards, Happy Holidays Scratch, Happy Lottery, Happy New Year, Haunted Money, Haunted Money 3x3, Haunted Money Pull Tabs, Havana Club, Heads & Tails, Heads and Tails, Heads and Tails XY, Heart Of Princess, Hearts, Hearts of Three, Hellfire, Hi-Lo Blackjack, Hi-Lo Switch, High Hand Holdem Poker, High low, Highway Stars, Hilo, HiLo Gambler, Hockey, Holdem Poker, HollyWood Bingo, Holmes & The Stolen Stones, Holmes and the Stolen Stones, Horse 6, Horse 6 Ondemand, Horse Racing Real, Horse Racing Roulette, Horse Racing Virtual, Horses 10 Flat, Horses 10 Flat Ondemand, Horses 10 Sprint, Horses 10 Sprint Ondemand, Horses 12 Flat, Horses 12 Sprint, Horses 6 H. Odds, Horses 6 H. Odds Ondemand, Horses 8 Flat, Horses 8 Flat Ondemand, Horses 8 Sprint, Horses 8 Sprint Ondemand, Horses Streak, Horseshoe, Hot Fruits Wheel, Hot Fruits Wheel 3x3, Hot Fruits Wheel Pull Tabs, Hot Keno, Houdini, Huaguoshan Legends, Hugo 2, Hyper Burst, Immortal Romance, In Between Poker, Infinitely Hot, Instant Bingo, Instant Football, Instant Greyhounds , Instant Horses, Instant Speedway, Instant Trotting, Instant Velodrome, Irish Charms, Irish Story 3x3, Irish Story Keno, Irish Story Pull Tabs, Island 2, It Came From Venus JP, Italia 3x3, Italia League, Italian Fast League, Italian Roulette, Italian Soccer, Italy League Ondemand, Jack Hammer 2: Fishy Business™, Jack Hammer™, Jackpot, Jackpot 6000™, Jackpot Cherries, Jackpot Poker, Jackpot Roulette, Jackpot Stud Poker, Jacks or Better, Jacks or Better 1 Hand, Jacks or Better 10 Hand, Jacks or Better 100 Hand, Jacks or Better 4 Hands, Jacks or Better 5 Hand, Jacks or Better 50 Hand, Jacks or Better Double Up, Jacks Or Better HD, Jacks Or Better Poker, Jacks or Better Saloon, Jade Butterfly™, James Cook, JetX, JetX 3, Jewel, Jingle Up, Jogo Do Bicho, Joker Dice, Joker Factor, Joker Poker, Joker Poker 100 Hand, Joker Poker 4 Hands, Joker Poker Aces HD, Joker Poker Kings HD, Jokerizer, Joker´s Wild, Jolly Poker, Just a bingo, KA Fish Hunter, Kawaii Kitty, Keno, Keno Deluxe, Keno Fortunes, Keno Live, Keno Neon, Keno Night, Keno Pop, Keno Rush, Keno T+, Keno Universe, Keno Vegas, Keno80, King & Queen, King Octopus, King of Fruits, King of Jumping Scratch, King of Jungle, King of the Jungle, King Of The Jungle Golden Nights, Kingly Crown, Kitten Rest, Kitty Cash, Kitty Cash Scratch, Kitty Puzzle, La Dolce Vita, La Dolce Vita Golden Nights, La Dolce Vita RHFP, Land Of Heroes, Land of Ozz, Las Vegas, Lava Lions, Le Kaffee Bar, Legend of Erlang, Legend Of The Nile™, Let It Ride Poker, Let's Enhance, Libertadores Ondemand, Lightning Joker, Lightning Lucky Six, Lightning Roulette, Limbo Cat, Limoncello, Live Lotto, Live Roulette, Live Slots, Livegames 37, Locomodin, London Hunter, Loot or Boot, Lost Treasure, Lost Vegas Zombies Scratch, Lottery Wheel, Lotto Lucky, Lotus Love, Love Magic, LoveYa, Low Roulette, Lucky 3, Lucky 5, Lucky 7, Lucky 7 Blackjack, Lucky Card, Lucky Cat Blackjack, Lucky Christmas, Lucky Clover, Lucky Coin, Lucky Coins, Lucky Day: Cheltenham Champions, Lucky Day: Christmas Cashcade, Lucky Day: Eggstravaganza, Lucky Day: Football Gold, Lucky Day: Mega Hallowin, Lucky Day: Summer Spike, Lucky Drink, Lucky Drink In Egypt, Lucky Green 777, Lucky Keno, Lucky Ocean, Lucky Pigs, Lucky Riches Hyperspins, Lucky Roulette, Lucky Sevens, Lucky Six , Lucky Spin European Roulette, Lucky Tanks, Lucky Trick Pull Tabs, Lucky Wheel, Lucky X, Ludo, Last updated: June 2022 LUX Roulette, Luxor Scratch, Luxurious World, Luxury Lux, Maaax Diamonds Golden Nights, Mafia: Syndicate, Magic, Magic Garden, Magic Garden 10, Magic Garden 40, Magic Luck, Magic of Christmas, Magic Poker, Magic Rush Deluxe, Magic Rush Win, Magic Shoppe, Magic Stone, Magic Wheel, Magnificent Fruits, Magnify Man, Mahjong,

Majesty Fruits, Marswood Party, Martians Attack, Match Day, Match Mania, Max Car Motor Racing, Maxi Roulette, Maya Mystery, Mayan Fire, Mega, Mega Gems, Mega Glam Life, Mega Jack HD, Mega Joker, Mega Love, Mega Score, Megamoney, Mehen, Melbet European Roulette, Mermaid Hunter, Mighty Dragon, Million Coins Respin, Mine Field, Miner Babe, Mines, Minesweeper XY, Mini Roulette, Moirai Blaze Scratch, Money Matrix, Money Tree, Money Wheel, Monkey Mania, Monster Blast, Monster Legend, Monsters, Monsters' Scratch, Moon Stone, More Cat Mania, More Gold Diggin', More Or Less, Motorbike V2 Ondemand, Motorbikes, Mr Chu Tycoon, Mr. Vegas, Muertitos, Muertitos: Video Bingo, Multi Hand Atlantic City Blackjack, Multi Hand Classic Blackjack, Multi Hand European Blackjack, Multi Hand Vegas Downtown Blackjack, Multi Hand Vegas Single Deck Blackjack, Multi Hand Vegas Strip Blackjack, Multi-Hand Blackjack, Multi-Hand Blackjack V2, Multifire Roulette, Multihand - Jacks or Better Poker, Multihand Blackjack, Multihand Blackjack Pro, Multiplayer Bull Cards, MWA, Mysteries of the East, Nang Kwak, Nascar Streak, Nektan Blackjack, Nektan Roulette, Neon Jungle Scratch, Neon Keno, Neon Roulette, Neon Shapes, Neptune Treasure Bingo, Nerves of Steal, New Triple, New Triple HD, Next Six, Night Wolves, No Commission Baccarat, No Zero Roulette, Nordic Quest, Number Bonus, Number Game, Nuwa, Oasis Poker, Oasis Poker Classic, Ocean Pearl, Ocean Ruler, Ogre Empire, Old Fisherman, Ole Bingo, Olympus Treasures, One More Poker, Oracle Real Casino Roulette, Orient Express, Ozwin's Jackpots, Pachinko, Pachinko 2, Pachinko 3, Pai Gow, Pai Gow Poker, Paint Scratch, Paris Nights, Partick's Pick, Party Pop, Patrick's Magic Field, Penalty, Penalty Series, Penalty Shoot-Out, Penguin City, Persian Nights, Phantom's Mirror, Pharao's Riches, Pharao's Riches Golden Nights, Pharao's Riches RHFP, Pharaoh, Pharaon, Phoenix's Fruits, Pick Your Way to a Winner, Piggy Bank, Piggy Bank Scratch, Piggy Picker, Pinocchio, Pip's Quest, Pirate 21, Pirate Cave, Pirate Cave 3x3, Pirate Cave Pull Tabs, Pirate Island, Pirates Bay, PK10, Planet 67, Planets, Platinum Bullions, Platinum Hounds, PlingoBall, Plinko, Plinko XY, Pok Deng, Poke The Guy, Poker King, Poker Race, Poker Roulette, Poker Teen Patti, Pompeii, Pontoon, Pontoon 21, Pop 'til You Drop, Portomaso Real Casino Roulette 2, Poseidon's Secret, Power Balls (CD), Power Balls Light, Prehistoric Story, Premier Blackjack with Lucky Lucky™, Premier Blackjack with Side Bets, Princess of Swamp, Pro-Pong Table Tennis, Pull A Cracker, Pull Tab Cashing Rainbows, Pull Tab Go Wild on Safari, Pull Tab Hot Cross Bunnies, Pull Tab Jewellery Box, Pull Tab Shore Thing, Pull Tab Sunset Reels, Pumpkin Patch, Pumpkin Win, Puppy Payday Scratch, Purple Brilliant, Pyramid, Pyramid Treasures, Queen of Gold™, Racing Dogs, Racing Horses, Raid the Piggy Bank, Rainbow 3x3, Rainbow Blackjack, Rainbow Wilds Scratch, Ramses Book Golden Nights, Ramses Book Respins of Amun Re, Ramses Book RHFP, Rasta Bingo, ReTrigger Happy Pull Tab, Real Christmas Roulette, Real Fighting, Realistic Roulette, Red Card, Red Chilli Luck, Red Dog, Red Hot Sevens, Red Hot Sevens Pull Tabs, Red Queen, Red Queen Blackjack, Red Square Games, Reel Extreme, Reel Gems, Reel Gems Deluxe, Reel Hot Respin™, Reel Riches, Reel Steal™, Reels of Wealth, Retro Reels, Retro Solitaire, Rich Life, Rich Life 3x3, Rich Life Pull Tabs, Riches, Ride `Em Poker, Ride'm Poker, Rio Bingo, RNG-WAR, Roasting Hot, Roasting Hot 100 Lines, Roasting Hot 40, Robin Hood: Shifting Riches™, Rock VS Paper: Vikings Mode, Rocket Dice, Rocket Dice XY, Rocky Mocky, Roll To Luck, Roman Legion Extreme Red Hot Firepot, Roman Legion Golden Nights, Romance of the Three Kingdoms, Romeo, Rooftop Fight, Roulette, Roulette Last updated: June 2022 Advanced, Roulette Adviser, Roulette American Pro, Roulette Classic, Roulette Common Draw 12 Numbers, Roulette Euro Pro, Roulette Grand Croupier, Roulette Grand Croupier Chiquito, Roulette Grand Croupier Rebeca, Roulette Royal, Roulette Silver, Roulette Single Zero Roulette, Roulette with track, Roulette X2, Roulette X5, Roulette – American, Roulette™, Royal Court, Royal Riches, Royal Seven Golden Nights, Royal Seven Ultra, Royal Seven XXL, Royal Wealth, Royal Wins, Run Amuck, Russian Keno, Russian Poker, Safari Sam, Saloon, Samurai, San Gong, Santa's Village, Santa's Wild Pick, Santa's Workshop, Sapphire Roulette, Savanna Moon, Scalding Hot, Scarab Treasure, Scout Gaming, Scratch Dice, Scratch Match, Scratchy Bit, Scroll Of Anubis, Scrooge, Scudamore's Super Stakes™, Seasons, Secret Agent, Secret Cupcakes, Secret of the Stones, SEDIE, Sequential Royal, Sevens, Sevens & Books, Sevens Fire, Sheriff Jack, Shogun Secret Crazy Chicken Shooter, Showball 3, Showdown, Showhands, Si-Xiang Scratch, Sibyl, Sic Bo, Sic bo 888, Sic Bo Dragons, Sic-Bo, Sicbo, Sicbo Australia, Signs Of Fortune, Simply The Best, Sin City Nights, Single Deck Blackjack, Single Deck

Blackjack Elite Edition, Single Deck Blackjack Gold Series, Single Deck Blackjack Mh, Single Hand Blackjack, Siren's Kingdom Scratch, Six Card Charlie Blackjack, Six Shooter, Sizzling Crown, Sizzling Crown Pull Tabs, Slice And Dice, Slingo Advance, Slingo Ante Up, Slingo Berserk, Slingo Big Wheel, Slingo Cascade, Slingo Classic 20th Anniversary, Slingo Fire & Ice, Slingo Fluffy Favourites, Slingo Lightning, Slingo Lucky Larry's Lobstermania, Slingo Lucky Streak, Slingo Reel King, Slingo Reveal, Slingo Showdown, Slingo Starburst, Slingo Wild Adventure, Slingo Xing Yun Xian, Slot Car Races, Slot It In!, Slots Angels, Snack Blast, Snakes And Ladders, Snow Scratcher, Solar Goddess, Solitaire, Space Cat, Space Cowboy, Space Force, Space Hunters: Scratch Card, Space XY, Spaceship, Spain League, Spain League Ondemand, Spanish Fast League, Speed Cricket Baccarat, Speedway, Speedway Ondemand, Spider Solitaire, Spin 2 Wheels, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin 2 Win Royale American, Spin and Win, Spin Dizzy Pull Tab, Spin Payday, Spin X, Spina Colada, Spinball, Spinfinity Man, SpinLotto Scratch, Spino Greyhounds, Spino Horses, Spinola Lottery, Spooky Scary Scratchy, Sport Slot, Squeaky Blinders, Stack'em Scratch, Stacks of Jacks, Stampede, Stardust, Steam Joker Poker, Sticky Diamonds, Sticky Diamonds RHFP, Stuffed with €100s, Sugar Pop, Sugar Pop 2™, Sumi-e, Summer Cocktail, Summer Scratch, Sunny Shores, Suntechnik Classic, Super 6, Super 7 Blackjack, Super Baccarat, Super BarX Pull Tab, Super Bola, Super Duper Cherry, Super Duper Cherry RHFP, Super Fast Hot Hot Respin, Super Graphics Upside Down Pull Tab, Super Keno, Super Las Vegas HD, Super Lucky Reels, Super Mask, Super Multitimes Progressive HD, Super Sevens, Super Shamrock, Super Super Fruit, Super Video Poker, Super7, Superb Keno, Swedish Roulette, Sweet Alchemy Bingo, Sweet Candy Slot, Tai Xiu, Take 5, Take 5 Golden Nights, Take 5 RHFP, Taxi Movida, Teen Patti, Teen Patti Face Off, Temple Stacks: Splitz™, Tennis, Tens or Better, Tens or Better 1 Hand, Tens or Better 10 Hand, Tens or Better 100 Hand, Tens or Better 5 Hand, Tens or Better 50 Hand, Tens Or Better HD, Texas Hold'em Bonus, Texas Hold'em Poker, Texas Holdem Poker, Texas Hold`em, Texas Hold’em Poker 3D, Thai HiLo, The Alchemist, The Angler, The Book Beyond, The Charm of Cleopatra, The Curious Cabinet Scratch, The Dark Joker Rizes, The Deep Monster, The Dollar Game, The Expandable, The Exterminator, The Ghost Walks, The Glam Life, The Gold of Poseidon, The Golden Owl of Athena™, The Harvest Wheel, The Incredible Balloon Machine, The Kingdom Of The Elves, The Land Of Heroes Golden Nights, The Link Scratch, The Moneymania, The One Armed Bandit, The Pesos game, The Saloon HD, The Shield of Zeus, The Slotfather JP, The Slotfather: Part II, The Smart Rabbit, The Thimbles, The Tipsy Tourist, The True Sheriff, The Wish Master™, Thimbles, Three Card Poker, Three Card Poker Deluxe, Three Card Last updated: June 2022 Rummy, Three Cards, Thrones Of Persia, Tiger Scratch, Tiger's Claw, Tomatina Bingo, Top Secret, Tower of Power, Treasure Island, Treasure of Horus Scratch, Treasure Room, Treasure Tombs, Tree of Fortune, Trevo da Sorte Scratch Card, Trey Poker, Triple 7, Triple Bonus, Triple Bonus HD, Triple Bonus Poker, Triple Double Bonus Poker, Triple Edge Poker (Three Card Poker), Triple Tigers™, Troll Dice, Tron Race, Tropical Fruitsie, Turbo 90, Turbo Keno, Turbo Poker, Turbo Roulette, Turkish Blackjack, Turkish Roulette, Turtle and Phoenix, Tut's Twister, Tutan keno, TV Roulette, Tycoons, Ultimate Baccarat, Under the Bed, Undersea Battle, Untamed - Giant Panda, Upper Hot, Valley of Pharaohs, Valley Of The Gods, Valley Of The Gods 2, Vampire The Masquerade - Las Vegas, Vampires, Vegas, Vegas 2, Vegas Downtown Blackjack, Vegas Single Deck Blackjack, Vegas Strip Blackjack, Vegas Strip Blackjack Elite Edition, Vegas Strip Blackjack Gold Series, Vegas VIP Gold, Vegas Wins, Victorious™, Video Poker Jacks or Better, Viking, Viking Runecraft Bingo, Viking Voyage™, Viking Wilds Scratch, Vikings Go Berzerk, Vikings go to Hell, Village Fun, Violet Vacation, VIP Keno, VIP Roulette, Virtual Baccarat, Virtual Burning Roulette, Virtual Challenge Cup, Virtual Classic Roulette, Virtual Cup, Virtual Euro Trophy, Virtual Football , Virtual Football Cup, Virtual Football Pro, Virtual Golf, Virtual Greyhound Races, Virtual Horse Races, Virtual Motorcycle Speedway, Virtual Racing, Virtual Roulette, Virtual SicBo, Virtual Soccer, Virtual Tennis , Wai-Kiki Scratch, Walking Death, War, Way of the Warrior: Scratch Card, Wealth Club, Weekend In Vegas, Western Jack, Wheel of Africa, Wheel of Fortune, Wheel of Fruits, Wheel of Hounds, Wheel of Monsters, Wheel of Steal, Wheel of Winners, Wheely Wheely Big, Wicked Circus, Wild Bonus Re-Spins, Wild Extra Cats, Wild Heroes, Wild Jester , Wild Orient, Wild Pops, Wild Rapa Nui, Wild Robo Factory, Wild Rubies Christmas Edition, Wild Rubies

Golden Nights, Wild Rubies Red Hot Firepot, Wild Spin, Wild Texas, Wild Water King, Wild West, Wildlife 2, Wilds Gone Wild, Win Blaster, Win Shooter, Windjammer, Winter Night, Winterberries, Wolf Hunters, Won Won Catching, World Cup, World Cup Keno, World Cup Ondemand, World Football, World Hockey League, World of Fruits, World War, XKeno, Xmas 3x3, Xmas Keno Cat, Xmas Luck, XXXtreme, Yak Yeti & Roll™, YaSunHi, Yatzy, Yukon 21, Zeppelin, Zodiac Signs, Zombie Hoard, Zombie Moon, Zombie Party, Zoom Roulette

21.4. Errors Or Omissions

1. If both the software and hardware used by the Bookmaker start to malfunction, the Bookmaker will resort to reasonable measures to solve the problem and address its consequences as soon as possible. If problems of this sort interrupt any game to the extent that the Customer cannot restart the game from precisely the very moment it has been interrupted without incurring irreversible data losses, the Bookmaker will pursue the most adequate, reasonable, and just policies to handle such a situation (these measures might cover restoring the Customer's Account balance to the state before his/her most recent bet was logged on the server and prior to the occurrence of the technical issue).
2. If, as an outcome of a technical error, any funds are added to the Customer's account and he/she places bets with such funds or somehow participates in the games made available by the Bookmaker with such funds, the Bookmaker reserves the full right to nullify and cancel such bets. The Bookmaker is also authorized to withhold any winnings stemming from such funds. When the Bookmaker pays winnings received as an outcome of such bets or games, the Bookmaker has the full right to request the Customer to have them returned.
3. Whenever the Customer accesses services provided via the Internet, he/she shall fully understand that:
    - It is always possible that the Customer may face system issues, service malfunctions, defects, or errors of any other sort. If the Customer faces any technical issues, should reach out to the Bookmaker’s Support Service via e-mail;
    - As for the Customer's success in promotions which are carried out at speed, it is directly related to and dependent on the equipment used by the Customer and the quality of his/her connection to the Internet;
    - All the rules, with no exception, related to any game and promotion are constantly available. At any moment, the Customer can review and revisit them. The Bookmaker urges the Customer to read them attentively and thoroughly before they begin to play the games and use the Services made available by the Bookmaker.
4. In case the Customer places a bet related to a live event, this Customer might not be in the right position or location to see or otherwise receive the latest information regarding this event within a relevant space of time. The Bookmaker cannot be held liable for any losses and shall not be expected to compensate for any losses incurred as an outcome of a delay related to the transmission of digital data covering such events.
5. By starting to play any game made available by the Bookmaker, the Customer assumes full and sole personal responsibility for the speed and quality of his/her connection to the Internet as well as for the technical condition and efficiency of the equipment used to get access to the internet. The Bookmaker explicitly rejects any liabilities for any losses the Customer incurs (as an outcome of service issues, poor connection, weak signals, loss of service, or otherwise) because of their internet service providers or telecom providers.

21.5. Force Majeure Events

1. The Bookmaker cannot be held liable or anyhow responsible for any failure to perform or for delaying to perform any of its functions and obligations, stipulated by these T&C, if such a situation arises from any events taking beyond reasonable and exercisable control.
   These events include, without limitation, any technical issues and interruptions concerning the telecom networks the Bookmaker and the Customer depend on; issues with electricity supply; issues with PCs, smartphones, tablets, or any other gadgets that belong to any third parties; fires, lightning, and storms; explosions; floods, extreme snowfalls, and other extreme weather conditions; strikes, riots, blockages, mutinies, civil unrests, military actions, or any relevant acts of sovereign governing bodies or other competent authorities (i.e. “Acts of God” or "Force Majeure").
2. If a Force Majeure period starts and an Act of God takes place, the Bookmaker’s functions are automatically viewed as entirely suspended for the entire duration of this period. As for the Bookmaker, it will attempt to use any endeavors, within a reasonable framework, to effectively deal with the consequences of such Force Majeure events. The Bookmaker will also attempt to identify a way by which the obligations may be fulfilled in spite of the Force Majeure event and its practical consequences.

22. FAIRNESS & RNG TESTING METHODS

Online gambling should be fair. And while this requires players to behave honestly and without malicious intent, it is the responsibility of casinos to take all necessary measures to ensure that players can enjoy the game in fair and safe conditions.

DEFINITION OF FAIR CASINOS

1. A “fair casino” is an online casino that:
    - pays out all legitimate winnings;
    - does not include unfair terms in its terms and conditions;
    - does not resort to deceptive practices to cheat players;
    - prevents access from restricted countries (does not allow players from certain countries to create an account or play) and only grants bonuses to those players who can use them.
2. Even casinos with fair rules and a good approach to gambling can engage in dubious practices for players. In some cases, players may ignore certain rules and inadvertently break them, even though the rules are fair in opinion. That is why casinos should ensure compliance with all rules using technological means to prevent players from unintentionally getting into trouble.

DEFINITION OF FAIR AND SAFE CASINOS

1. Fair and safe casinos like melbet.com are those that meet all the criteria of “fair and safe casinos” and have also implemented measures that prevent players from accidentally breaking the rules or doing something that harms their own interests.
2. Therefore, “fair and safe casinos” should prevent players from violating the general terms and conditions, bonus terms and conditions, or any other rules that could jeopardize the money they have in their account. In particular, “fair and safe” casinos should:
    - ensure compliance with maximum bet amount limitations, restricted games, and other bonus conditions;
    - warn players that they are about to do something that could be detrimental to them (such as accepting a bonus that could void the winnings of the previous bonus);
    - check for multiple accounts when creating an account (we suggest checking the database for a combination of the new player’s name and date of birth and displaying a warning if any results are found; we will discuss this in more detail below).
3. Fair casinos like melbet.com works only with trusted software providers in the field of gambling.
4. Except for LIVE casino games, to ensure the integrity of our casino games, a Random Number Generator (RNG) is always used to determine the random outcome of such games.
5. This is a standard industry system that ensures consistently random results which have also been extensively tested by running and analyzing thousands of game rounds. The randomness of the RNG provides a credible and fair gaming environment.
6. We cooperate with gambling regulatory authorities and online gambling licensing organizations with the intent of ensuring our compliance with the legislation of relevant jurisdictions.

23. Privacy & Management of Personal Data

This Privacy Policy has been developed and updated in accordance with the requirements of the General Data Protection Regulation (GDPR) and other applicable data protection laws. It outlines the Company's approach to data processing, including the types of personal information collected, the purposes for which such data is used, the legal grounds for processing, and the rights available to data subjects.

The provisions of this Policy apply to all Customers who interact with the Company's platforms, products, and services. It is the responsibility of each Customer to carefully review this Policy to understand how their personal data may be processed.

The Company also recognizes its obligation to provide clear information regarding the use of cookies and other tracking technologies on its websites. Accordingly, this Policy includes a description of the technologies used, the purposes of their deployment, and the choices available to Customers with respect to data collection through such technologies.

23.1. DATA WE COLLECT UPON REGISTRATION

To create an account and access our Services, each Customer is required to submit a minimum set of personal data. This information is essential for establishing your identity, verifying your eligibility to use the platform, and ensuring secure and lawful access to our services.

We collect only such data as is necessary for clearly defined purposes. The registration process is designed to ensure that Customers understand what information is being collected and why, and that they provide it voluntarily and consciously.

Personal Data Required at Registration

When registering an account, you will be asked to provide the following mandatory information:

- **Full name.** Your legal first and last name, as stated in your identity document.
- **Permanent residential address**. Including country, city, street address, and postal code. This must reflect your actual place of residence.
- **Date of birth.** Required to confirm your legal capacity to use the services offered on our platform.

This core information is necessary to proceed with account creation and service activation. Your account cannot be established without the submission of this data.

Additional Information

Depending on your use of the Website and the nature of your activity, we may request further information, including but not limited to:

- Place of birth;
- Nationality;
- Contact details (email, telephone);
- Identity document number and scan/photo of the document;
- Proof of address (e.g., utility bill, bank statement);
- Facial verification (e.g., photo of the Customers holding their ID);

- Preferred language or communication channel;
- IP address, date of access, visited web pages, language used, software crash reports, type of browser used and device information (collected automatically for security purposes). When you interact with services, our Servers store your unique activity log, which collects certain administrative and traffic information. This information is needed to ensure we provide services of the highest quality.

The collection of additional information is limited to what is necessary to verify your identity, protect your account, fulfill legal requirements, and ensure the safe and responsible use of the Services.

Responsibility and Accuracy

Customers are responsible for ensuring that the personal data they provide during registration is accurate and up to date. If we identify inconsistencies or incomplete records, we may request confirmation or supporting documentation, or temporarily restrict account functionality until the matter is resolved

23.2. CONSENT TO THE PROCESSING OF PERSONAL DATA

Before completing the registration process, you will be clearly informed about the scope and purpose of the data being collected and how it will be used. You will then be required to provide your consent to the processing of your personal data by:

- **Explicitly confirming your agreement** by checking a consent box displayed during registration, alongside the link to the full version of our Privacy Policy;
- **Affirming that you have read and understood** the Privacy Policy and agree to the processing of your data in accordance with its terms.

Consent is granted freely, specifically, and unambiguously, and it is recorded in our systems along with a timestamp and the version of the policy accepted at the time.

Without this consent, you will not be able to complete the registration process or use any of the services provided on the platform.

You may withdraw your consent at any time by contacting us using the details provided in this Policy. Please note that withdrawal of consent may result in the restriction or termination of your access to certain services if the processing of personal data is necessary for their provision.

When Consent Is Not Required

The Company does not rely on consent as a legal basis where personal data is processed under any of the following lawful grounds:

- Where processing is required by applicable law, regulation, or an order of a public authority;
- Where processing is necessary to fulfill the Company’s obligations under contractual or pre-contractual arrangements with the Customer;
- Where processing is necessary to protect the vital interests of the data subject or another natural person;
- Where processing is necessary for the pursuit of the Company’s legitimate interests, such as fraud prevention, ensuring the integrity of services, or enforcing platform rules, provided such interests are not overridden by the Customer’s rights;

- Where processing is carried out for statistical or analytical purposes in anonymized form;
- Where the Customer has made the data publicly accessible;
- Where data is subject to disclosure in accordance with legal or regulatory requirements.

23.3. HOW WE USE YOUR INFORMATION

We process the Personal Information we collect from you in order to deliver the Services. In particular, we will use your data for the following purposes:

- **To process your bets, deposits, withdrawals, and other financial transactions**, including verifying payment instruments, ensuring account funding, and administering winnings or refunds;
- **To provide access to gaming and related services**, including enabling participation in games of chance, interactive betting services, and other features available on our platform;
- **To deliver customer support and operational communications**, including assistance with registration, verification, account settings, technical troubleshooting, and general enquiries;
- **To verify your identity and perform checks required by law,** including age verification and validation of personal documents submitted for account opening or ongoing use;
- **To detect, investigate and prevent fraud, system abuse, or any prohibited or unlawful activity**, including duplicate accounts, misuse of bonuses, or breaches of our Terms of Service;
- **To ensure compliance with applicable legal and regulatory obligations**, including those related to anti-fraud and integrity monitoring, security, risk management, and financial reporting;
- **To send service-related notifications or updates**, such as changes to our terms, policies, or system availability;
- **To provide promotional and marketing communications**, where you have actively opted in to receive such materials. This may include updates about our services, special offers, or communications from selected business partners. You may withdraw your consent at any time;
- **To perform internal data analysis and aggregated research**, including compiling anonymised usage statistics, assessing service trends, and optimizing our platform;
- **To conduct customer satisfaction surveys and gather feedback**, participation in which is always voluntary;
- **To communicate with you through messaging platforms**, such as Telegram, WhatsApp, Facebook Messenger, or other integrated channels, where permitted;
- **To support Responsible Gaming measures**, including monitoring gameplay patterns and the Customer behaviour to help identify signs of problematic or harmful gambling. This may involve the analysis of activity such as deposit frequency, session length, withdrawal reversal, or changes to self-imposed limits;
- **To offer protective tools and interventions**, such as self-assessment options, deposit or time limits, cooling-off periods, temporary suspension of activity, or permanent self-exclusion mechanisms. Your data may be used to enforce such protections where you have activated them, or where the Company has reasonable grounds to act in your interest;
- **To assess your ability to participate safely and responsibly**, including — where necessary — evaluating behavioral or demographic indicators suggesting potential vulnerability, and initiating appropriate interventions, such as communication, account restrictions, or escalation to our Responsible Gaming team;
- **To ensure that marketing and promotional communications are withheld** from Customers who have self-excluded, activated a cooling-off period, or otherwise limited their participation;

- **To maintain a register of excluded or restricted players**, and to implement technical safeguards to prevent circumvention of restrictions (e.g., via duplicate account creation or payment method reuse).

Your personal information may also be used by us to provide you with:

- promotional offers and information about our products and services
- promotional offers and information about our partners' products and services, in order to enlarge the range of products provided to you and improve our customer service

From time to time, we may request information from you via surveys or competitions. Participation in these surveys or competitions is completely voluntary and you have the choice of whether or not to disclose your personal information.
Information requested may include contact details (such as name, correspondence address, telephone number), and geographic information (such as postal code or postal address), age.
By taking part in any competition or accepting winnings (prizes) from us, you consent to the use of your name for promotional purposes without additional remuneration, except where prohibited by law.
If you have not unequivocally decided whether to receive promotional information from us, we may use your personal information (including your e-mail address and phone number) to provide you with information regarding our products, services, and promotions, including other gaming products (including online poker, casino, betting, backgammon etc.) and third-party products and services carefully selected by us.

23.4. MEANS OF GATHERING AND PROCESSING DATA

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the Company Website.
This includes information that we may collect via integration with messaging platforms such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., including, but not limited to, by sending messages related to your account, and via other communication methods.
We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.
In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.
We will have access to any information you provide to such suppliers, service providers, and third-party e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.
This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state.

23.5. INFORMATION DISCLOSURE

We do not disclose your Personal Information to companies, organizations or individuals not associated with the Company.
We may disclose your Personal Information to companies, organizations or individuals not associated with the Company if you have given us consent to these actions.
You agree that Personal Information will only be disclosed to third parties when we are required to use

messaging platforms API like Telegram, Facebook Messenger, WhatsApp, Viber or other ones in accordance with their privacy policies.
We may disclose your Personal Information if required to do so by applicable law, or if we believe in good faith that such actions are necessary to:

- Comply with any legal issue or process that concerns us, any of our Websites or Services or in circumstances where we are essentially bound by legal obligation;
- Protect our rights or property;
- Protect the personal safety of our service users or the public.

If, in our opinion and sole determination, you are found to have deceived us or attempted to deceive us, or any other service user in any way including but not limited to:

- Game tampering;
- Payment fraud.

If we have grounds to suspect you of payment fraud, including the use of stolen credit cards, or any other fraudulent activity, including any payment reversal or other, payment cancellation, or prohibited transactions, including money laundering, we reserve the right to share this information together with your identity information with other online gaming sites, banks, credit card companies, appropriate regulatory agencies, and relevant law enforcement authorities.
For the purpose of public research on the prevention of addiction, your data can be passed on to the relevant institutions.

23.6. ACCESS

Access to and Management of Your Personal Data

You may contact us at any time if you wish to:

- Obtain information about the personal data we collect, process, or store, and the sources from which such data was obtained;
- Confirm the accuracy of the personal data held about you;
- Request that we update or correct inaccurate or outdated data, subject to proper verification of your identity;
- Raise a concern or lodge a complaint regarding our use or processing of your personal data.

Where legally required, and upon verification of your identity, we will respond to your request within a reasonable time frame and in accordance with applicable law.

Please note that nothing in this Privacy Policy limits or overrides your rights under applicable data protection legislation, including your right to access, rectify, or restrict the processing of your personal data, or to lodge a complaint with a supervisory authority.

For the avoidance of doubt, this Privacy Policy shall not entitle the Company to retain your personal data where such retention would be contrary to the law of your country or jurisdiction.

Responsible Gaming–Related Restrictions on Marketing

In addition to your rights, the Company reserves the right to unilaterally restrict or suspend the delivery of marketing and promotional communications to individual users in circumstances where we

identify:

- Signs of problematic or harmful gambling behavior;
- The activation of self-imposed limits such as deposit caps, loss limits, or session controls;
- Entry into a cooling-off period or self-exclusion status;
- Patterns of behavior that suggest heightened risk or vulnerability.

This restriction is applied as a protective and preventative measure, even in cases where the Customer has not manually opted out, and forms part of our Responsible Gaming obligations and risk mitigation procedures.

Where such restrictions are applied, the Customer will not receive direct marketing, bonus offers, or promotional incentives for the duration of the risk period or as long as the relevant account status remains in effect.

23.7. COOKIES

INFORMATION STORED ON YOUR DEVICE

When accessing our services, with your consent we may store information on your device. This information is referred to as ‘cookies’, which are small text files containing letters and numbers for recording your preferences. Cookies are stored on your device when you use our services while visiting our Website and online pages.

We also use local shared objects or ‘flash cookies’. ‘Flash cookies’ are similar to browser cookies. They allow us to remember your visits across our sites.

Neither cookies nor flash cookies can be used to access your device or use information on your computer.

We only use cookies and ‘flash cookies’ for monitoring.

We only use these methods to track your use of our services to record your preferences.

Cookies help us monitor traffic to our site, improve our services, make it easier for you to access them and increase your interest in our services.

We use flash cookies and other cookies to help us show you more relevant and targeted advertisements.

STRICTLY NECESSARY COOKIES

Strictly necessary cookies are used to allow Customers to navigate the Website and use its features, such as accessing secure areas of the Website or making financial transactions. Without these cookies, you would not be able to use our Website efficiently.

THE REGISTRATION PROCESS

These cookies will hold information collected during your registration and will allow us to recognize you as a customer and provide you with the services you require. We may also use this data to better understand your online interests and preferences and to constantly enhance your visits to our platforms and use of our services.

OUR WEBSITE

We use cookies to collect information for visitors to the Website.
Our servers use three different types of cookies:

- **'Session-based'** cookies: This type of cookie is only allocated to your computer for the duration of your visit to the Website. A session-based cookie helps you navigate the Website faster and, if you are a registered customer, allows us to give you information that is more relevant to you. This cookie automatically expires when you close your browser.
- **'Persistent'** cookies: This type of cookie will remain on your computer for a set period of time for each cookie. Flash cookies are also persistent.
- **'Analytical'** cookies: This type of cookie allows us to recognize and count the number of visitors to our site and see how visitors use our services. This helps us improve the way our sites work, for example, by ensuring you can log in and find what you are looking for easily.

You make a decision and you always have a choice of whether to accept or decline cookies.
Most web browsers automatically accept cookies, but, if you prefer, you can modify your browser settings to keep control over your cookies.
You can use your web browser to:

- delete all cookies;
- block all cookies;
- allow all cookies;
- block third-party cookies;
- clear all cookies when the browser is closed;
- open a "private browsing"/"incognito" session that allows you to browse the Internet without storing data locally;
- install add-ons and plug-ins to extend browser options.

Where can I find information about managing cookies?

- Information about cookies in Internet Explorer.
- Information about cookies in Chrome.
- Information about cookies in Firefox.
- Information about cookies in Safari.
- Information about cookies in Opera.

For more information on how to manage cookies through your web browser, please visit www.aboutcookies.org.

You will get access to instructions for deleting and controlling cookies.

We warn you that we are not responsible for the content of external websites, and by disabling cookies you will not be able to use all the features of the Company Website.

FLASH COOKIES

You can modify your Flash Player settings to prevent the use of flash cookies. The settings manager of your Flash Player allows you to manage your preferences.

If you choose to decline all cookies in the browser, unfortunately you will not be able to use some of the features and services on our Website, and some services will not work correctly, for example, we will not be able to save your chosen interface language.

23.8. CONSENT TO USE OF ELECTRONIC SERVICE PROVIDERS

In order to play real money games on our services, you will be required to transfer money to and receive money from us. To facilitate such services we may use third-party electronic payment system to process the required financial transactions.

By agreeing to and accepting this Privacy Policy, you expressly and voluntarily consent to the transfer to third parties of your personal information which is necessary for the processing and completion of monetary transactions including, when necessary, to the transfer of your personal information outside of your country.

We take steps to ensure that your privacy is protected when using third party payment systems.

23.9. CONSENT TO SECURITY REVIEWS

We reserve the right to conduct a security review at any time to validate the registration details provided by you and to verify your financial transactions and the correct use of our services by you, in order to prevent potential breaches of our Terms and Conditions and of any applicable law.

By using our services and thereby agreeing to our Terms and Conditions, you authorize us to use your Personal Information and to disclose your Personal Information to third parties for the purposes of validating the information you provide during registration and use of our Services, including, where necessary, the transfer of your personal information outside your country.

Security reviews may include but are not limited to ordering a credit report and otherwise verifying the information you provide against third-party databases.

23.10. SECURITY

We understand the importance of providing security and the methods needed to secure the confidentiality, integrity, and accessibility of information. We store all personal information we receive directly from you in an encrypted and password-protected database stored within our secure network behind active up-to-date firewall software.

Our Services support SSL Version 3 with 128-bit encryption.

We also take measures to ensure our subsidiaries, agents, partners, affiliates, and suppliers employ adequate security measures.

However, sending information via the internet is usually not completely secure, and we cannot guarantee the security of your data while it is being sent.

ANY DATA, WHICH YOU SEND, IS SENT AT YOUR OWN RISK.

The Company has all security procedures and features in place to protect your data after it is received.

23.11. PROTECTION OF MINORS

Our Services are not intended for persons under the age of eighteen (18) or the lawful age in their respective jurisdiction.

Any person who provides their information to us through any part of the Services confirms to us that they are eighteen (18) years of age (or the lawful age in their respective jurisdiction) or older.

It is our policy to uncover attempts by minors to access our Services which may require an additional security review.

If we become aware that a minor has attempted to or has submitted personal information via our Services, we will not accept their information and will take all steps to purge the information from our records.

23.12. INTERNATIONAL TRANSFERS

Personal Information collected by us may be stored and processed in any country in which we or our affiliates, suppliers, partners or agents provide gaming services and services of our gaming platform.

This may include the transfer of data to messengers such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., in accordance with their privacy policies.

By using our services, you expressly consent to any transfer of information outside your country (including to countries that may not be considered as having adequate privacy laws).

Nevertheless, we take steps to ensure that our agents, partners, affiliates, and suppliers comply with our standards of privacy and this Privacy Policy regardless of their location.

23.13. THIRD-PARTY RELATIONSHIPS

We cannot ensure the protection of any information that you provide to a third-party website that links to our Services or of any other information collected by any third party managing it in compliance with our affiliate program (if applicable) or otherwise, since these third-party online services and websites are not owned by us and are operated independently from us.

Be careful.

Any information collected by these third parties is governed by the privacy policy, if any, of such third parties.

23.14. LEGAL DISCLAIMER

We are not responsible for events beyond our direct control.

Due to the complex and ever-changing nature of our technologies and business, we provide comprehensive, but we do not guarantee an error-free, operation regarding the confidentiality of your personal information when you visit other websites using links located on our Website. Websites that

are beyond our control, and especially not covered by this Privacy Policy, should provide you with an opportunity to familiarize yourself with their security policies. If you visit other websites, you should be aware that the operators of these websites can collect your personal information, which they will use in accordance with their privacy policy, which will differ from ours.

Be careful.

We do not guarantee the security of your data, while it is being transmitted through channels of communication.

ANY DATA, WHICH YOU SEND, IS SENT A YOUR OWN RISK.

We are also not responsible for any direct or indirect damage arising from the unlawful use or theft of your Personal Information.

23.15. APPLICABILITY AND UPDATES TO THIS POLICY

This Privacy Policy forms an integral part of your relationship with the Company and applies to your access to and use of our Services and the Website. It should be read together with our Terms of Service and any specific service terms applicable to particular features or products we provide.

We may periodically update or amend this Privacy Policy to reflect changes in applicable law, operational practices, or regulatory guidance. All updates will be published on our Website.

Any changes to this Privacy Policy will become effective upon publication, unless otherwise specified. Your continued use of our Services after the publication of any changes shall constitute your acknowledgment and understanding of the updated Policy.

We recommend reviewing this Privacy Policy regularly to remain informed about how we protect and process your personal data.

24. Dispute Resolution

1. General Principles

The Company is committed to ensuring that all Customer disputes are handled in a transparent, fair, and timely manner. All Customers have the right to lodge a complaint concerning any aspect of their interaction with the Company, including but not limited to account activity, payments, promotions, verification, game outcomes, responsible gaming, and regulatory matters.

All complaints will be reviewed objectively, and the Customer will not be disadvantaged for initiating a complaint in good faith.

2. Submitting a Complaint

Customers may submit a complaint free of charge within six (6) months of the incident in question. In the case of peer-to-peer games (e.g., poker) or ante-post betting, the complaint period begins after the relevant event is resolved.

To file a complaint, the Customer must complete the complaint form available in PDF format and submit the completed form by email to the Support Service at: complaints@melbet.com.

The complaint submission must include:

- full name and registered address of the Customer;
- Account ID;
- date of the incident or dispute;
- a clear description of the issue, including any relevant documentation or evidence;
- preferred language (English or another language of the target market).

3. Acknowledgment and Response Timelines

Upon receiving a complaint, the Company will:

- acknowledge receipt within seven (7) days via email or another preferred communication method;
- provide an explanation of the review process and expected resolution timelines.

The Company aims to issue a final response within four (4) weeks of receiving the complaint. In complex cases, this period may be extended once for up to an additional four (4) weeks, with prior notice and explanation to the Customer.

Complaints related to responsible gaming will be prioritized and, where possible, resolved within five (5) business days. If more time is needed, the Customer will be informed, and the delay will not exceed two (2) weeks.

All decisions will be communicated in writing and will include either:

- A clear explanation of the final resolution and its justification; or
- A reasoned explanation for not handling the complaint (e.g., insufficient information).

4. Escalation to Alternative Dispute Resolution (ADR)

If a complaint is not resolved to the Customer’s satisfaction and the complaint amount exceeds 500

EUR (such threshold will remain in force only if it is not objected by the CGA), the matter may be escalated to CADRE B.V. (License No. CGA/ADR/2025/01); postal address for correspondence: Scharlooweg 39, Curaçao.

5. Record-Keeping and Reporting

The Company maintains a detailed record of all received complaints for a minimum period of five (5) years, including:

- Resolved complaints (upheld or rejected);
- Unresolved complaints;
- Complaints escalated to ADR or legal action.

The Company submits regular reports on complaint statistics and outcomes to the appropriate regulatory body, as required.

25. Anti-Money Laundering

1. General Statement

The Company is firmly committed to maintaining the integrity, security, and transparency of its operations by actively preventing the misuse of its platform for unlawful purposes. This includes the prevention of money laundering, terrorist financing, and any other activity involving criminally derived or suspicious funds. To uphold these standards, the Company has adopted and enforces a comprehensive Anti-Money Laundering and Counter-Terrorism Financing (AML/CTF) compliance framework, which is integrated across all business operations.

2. Identity Verification and Due Diligence

All Customers are subject to mandatory identity verification procedures. As part of the account registration process, the Customer is required to provide the following basic identifying information:

- Full legal name;
- Date of birth;
- Country and full address of permanent residence.

This information is necessary to establish a lawful business relationship and to determine the Customer’s eligibility to access and use the Services.

All Customers are subject to mandatory identity verification procedures. The Company may request, at its sole discretion and depending on the Customer’s risk profile, the following documentation:

- A valid government-issued photo identification document (such as a passport, national ID card, or driver’s license);
- Proof of residential address (e.g., a utility bill, bank statement, or government-issued correspondence, dated within the last 90 days);
- A recent selfie or live video to confirm that the submitted ID belongs to the registered individual;
- Documentation or declarations confirming the source of funds or source of wealth, particularly in cases involving high-value transactions or increased risk indicators.

The Company applies both initial and ongoing **Customer Due Diligence (CDD)** procedures. For Customers identified as presenting higher risk, **Enhanced Due Diligence (EDD)** measures will be applied. This may include transaction monitoring, additional verification steps, and restrictions on account activity.

3. Transaction Monitoring and Risk Controls

The Company actively monitors all financial and gaming activity on the Website using automated and manual methods. This includes:

- Screening transactions for signs of structuring, layering, or unusual behavior;
- Blocking deposits or withdrawals in cases of suspicious activity;
- Applying thresholds to trigger mandatory verification.

The Company also screens Customers against sanctions and watchlists and retains the right to suspend, freeze, or close any account associated with illegal conduct.

4. Suspicious Activity and Regulatory Reporting

In cases of suspected unusual, inconsistent, or potentially prohibited activity, the Company may take appropriate measures to ensure compliance with its internal policies, applicable local laws, and anti-money laundering and counter-terrorism financing (AML/CFT) requirements. Such measures may include temporary restrictions on account access, extended transaction processing times, or requests for additional information or documentation to verify the Customer's identity, the source of funds, or the nature of the activity. These actions are aimed at protecting both the Customer and the integrity of the platform, and are carried out with due regard to regulatory standards and legal obligations.

5. Customer Obligations

By using the Services of the Company, the Customer confirms that:

- They will not use the platform to engage in or facilitate any activity involving illegal funds;
- All funds deposited originate from legitimate sources under their control;
- They agree to promptly provide any documents or information requested in the context of AML/CTF compliance;
- They understand that failure to cooperate or providing misleading information may result in account restrictions, suspension, or termination.

6. Record Keeping

All identity verification data, transaction records, and internal compliance actions are securely stored for a minimum of five (5) years, or longer where required by law. Access to such records is strictly controlled and disclosed only to authorized regulatory or law enforcement authorities.

26. Responsible Gaming

Responsible Gaming

Gambling with responsibility

Last updated: 31.03.2025

Please read this information carefully for your own benefit.

1. Responsible Gambling and Self Exclusion

Responsible Gambling

Gambling, for the majority of our Customers, means entertainment, fun and excitement. But we also know that for some of our Customers gambling has negative side effects. Pathological gambling has long been recognized by medical science as a serious illness.

Since our first day we have thought about this problem and try our best to help. Under “Responsible Gambling” we understand multiple steps of measures, with which a gambling provider can help to lower the possibility of negative side effects appearing. -In case they already appear we also try to take active steps against them.

The most important instrument against negative side effects from gambling is knowledge and education about the risks of gambling to support our Customers self-control in order to make sure they do not suffer from negative side effects.

Information and contact

Our support team will help You via email at all time without any additional costs for You:

email: security@melbet.com.

Our Support will not disclose any information without Your consent to anyone else.

You may also visit Gamblers Anonymous, GamblingTherapy, GambleAware, GamCare or other organizations providing gambling support if you believe you may have a gambling addiction.

In addition, You can also take a self-test, if You are already addicted to gambling at:

- https://www.begambleaware.org/gambling-problems/do-i-have-a-gambling-problem/;
- https://gamblersanonymous.org/20-questions/; or
- https://www.ncpgambling.org/help-treatment/problem-gambling-self-assessment/.

We encourage You to regularly evaluate Your gaming habits to ensure Your gambling remains within healthy limits. If, after self-assessment, You recognize signs of problematic gambling behavior, we strongly recommend seeking support from relevant organizations or reaching out to our support team for assistance.

You can also find additional information about gambling addictions at:

- https://www.begambleaware.org/safer-gambling/;
- https://www.gamcare.org.uk/self-help/self-help-resources/.

Helpful hints for Responsible Gambling

We recommend You think about the following hints, before gambling in order to ensure gambling stays fun for You and does not cause any negative side effects:

- **Set Yourself** a Deposit Limit.
- **Play within your means** – Set a budget and only gamble with amounts you can afford to lose.
- **Avoid chasing losses** – Trying to recover lost money by taking bigger risks can lead to further losses. Play responsibly, not out of desperation.
- **Set time limits** – Determine how long you will play and stick to it - our Website offers a real-time session timer that remains visible at all times while You are logged in. Gambling should never take priority over other hobbies or responsibilities.
- **Play with a clear mind** – Avoid gambling when you are stressed, depressed, or under the influence of medication, drugs, or alcohol.
- **Take breaks** – If you feel tired or find it hard to concentrate, step away and take a break.
- **Use a single account** – To keep track of your gambling activity and spending, it is strongly recommended that you only create and use one account.

2. Minor Protection

To use our Service, you have to be 18 years or older. To avoid abuse, keep your login data save from any minors near You.

Principally we recommend a filter program to avoid minors, especially children, to access any context on the internet, which is not healthy for them.

For parents we can recommend a list of internet filters to support them from keeping their children from any context, which was not made for them:
https://famisafe.wondershare.com/internet-filter/best-internet-filters.html

3. Player Protection Measures

If we detect signs of problematic gambling behavior, we may take the following actions:

- Deposit Limits – we may apply restrictions on the amount You can deposit within a specified period to encourage responsible spending.
- Temporary Account Suspension – in cases where further review is needed, we may temporarily restrict access to Your account.
- Self-Exclusion – if a player is identified as being at extreme risk, we may impose self-exclusion measures, which could involve restricting access to our Services for a defined period or permanently.

4. Cooling-Off Period

As a protective measure, we offer You the option to activate a Cooling-Off Period, allowing You to take a temporary break from gambling without the need for permanent restrictions.

Activation of Cooling-Off Period

The Cooling-Off Period can be activated immediately through the "Activate Cooling-Off Period" button below. Once You select the cooling-off period option, You can choose from the following durations:

- 24 hours

- 7 days
- 1 month
- 3 months

You may choose to apply the cooling-off period to specific product categories, such as Slots, Table Games, Fixed Odds Betting, Poker, or all available gambling activities.

You can exclude yourself from any marketing communications during the cooling-off period.

Immediate Activation and Restrictions

Once You activate the Cooling-Off Period:

- The restriction will take effect immediately, preventing Your participation in gambling activities for the selected duration.
- Your account will be locked for gambling activities selected by You.
- You will have the option to opt-out of marketing communications for the duration of Your Cooling-Off Period.

Reactivation and Additional Time-Out Options

At the end of the Cooling-Off Period, Your account will be automatically reactivated, allowing them to resume gameplay without any further action. If further restrictions are needed, you can extend Your cooling-off period or opt for Self-Exclusion for a longer-term break.

5. Self-Exclusion:

In case you are diagnosed with a gambling addiction or try to stay away from gambling for a different reason, we want to assist you to stay away from anything that does nothing good for you. “Self-Exclusion” means that You exclude yourself, out of Your own choice, from selected gambling services (or all of them).

How to Self-Exclude

You can initiate and complete the Self-Exclusion process entirely online, without requiring email communication or our approval. The process takes no more than 15 minutes to complete.

Steps to Self-Exclude:

1. Click the "Activate Self-Exclusion" button.
2. Select the desired self-exclusion period and gambling product categories You would like to be excluded from (if not all).
3. Confirm your decision by acknowledging the terms of self-exclusion.
4. Submit the request for immediate activation.

Self-Exclusion Periods
You may choose from the following self-exclusion durations:

- 1 year
- 3 years
- 5 years
- 10 years
- Lifetime Exclusion

Once a self-exclusion request is submitted, it takes effect immediately and cannot be revoked before the selected period expires.

You must complete any tournaments (for example poker tournament) that are in-running at the time of self-exclusion.

Contributions to progressive jackpots that you made through gameplay prior to the self-exclusion request remain in place, but you will not be eligible to participate in the jackpot after the self-exclusion comes into effect

What Happens During Self-Exclusion?

- Your account will be locked, restricting access to your selected gambling activities or all gambling services.
- You will be automatically excluded from all our platforms and domains.
- We will take measures to identify and prevent duplicate accounts to uphold the self-exclusion.
- You will be removed from all marketing communications and will no longer receive promotional offers.
- We encourage you to self-exclude from other gambling platforms and seek support from the sources listed above if needed.

Important Notes: The self-exclusion period cannot be shortened or reversed once it is activated.

The Company shall have no financial liability and shall not be held otherwise accountable if you continue gambling or using a new Account with the Service under a different name or address.

Our Right to Enforce Exclusion

In certain cases, we may initiate an exclusion as a high-risk intervention measure. This may occur, but is not limited to, situations where you exhibit clear signs of problematic gambling behavior.

Reactivation and Post-Exclusion Protocol

After the self-exclusion period ends, your account will not be automatically reactivated. Instead, you must submit a written request to license@melbet.com to confirm your desire to resume gambling.

As you return to gambling after your self-exclusion period, we strongly recommend:

- **Reviewing responsible gaming practices** – You will receive a message from us outlining available safeguards to help you maintain control over your gambling habits.
- **Completing a Gamblers Anonymous self** -assessment questionnaire – This can help you evaluate your gambling behavior and determine if additional protective measures are needed.

Your gaming history will be preserved, and your account will only be restored under your original credentials. No new accounts may be created to bypass the exclusion.

6. Limits

To help you maintain control over your gambling habits, we also offer Deposit Limits, allowing you to set restrictions on the amount you deposit within a specific timeframe.

Deposit Limits

- You can set deposit limits on a daily, weekly, or monthly basis.
- Once your deposit limit is reached, you will not be able to deposit additional funds until the selected period resets.
- Reducing your deposit limit takes effect immediately, while any request to increase your limit is subject to a seven-day waiting period before being applied.
- To increase or decrease your deposit limits, you may find the relevant request option in your personal account, which will become available after you have set a deposit limit.

Exceptions to Limits and Exclusions

While deposit limits and self-exclusion measures take effect immediately, there are certain situations where an active wager or gameplay may be impacted. These include, but are not limited to:

- A time limit being reached while you are actively participating in a poker tournament.
- A limit or exclusion being applied while you have an unresolved ante-post bet on a future event.

In these cases, the restrictions outlined above will still be honored immediately, with the exception of the active gameplay or wager(s). Once the relevant tournament, wager, or event has concluded, the full restrictions will apply without further delay.

27. KNOW YOUR CUSTOMER (KYC) POLICY

The Company applies a comprehensive Know Your Customer (KYC) policy as part of its broader compliance obligations. This policy is aimed at ensuring the lawful use of our platform, the prevention of fraud, identity misuse, money laundering, and the financing of terrorism, in accordance with applicable legal and regulatory standards.

1. Purpose of KYC Measures
KYC procedures are implemented to:

- Verify the identity of each Customer;
- Ensure that all funds used within the platform originate from lawful sources;
- Prevent the platform from being used for criminal or fraudulent purposes;
- Comply with relevant anti-money laundering (AML), counter-terrorism financing (CTF), and regulatory obligations.

2. Initial Identity Verification
The Company conducts identity verification during the registration process and prior to permitting certain account activities. At minimum, each Customer is required to provide:

- Full legal name;
- Date of birth;
- Permanent residential address.

Depending on the nature, frequency, or size of transactions, the Company reserves the right to request additional information and supporting documentation in Company's sole discretion.

Furthermore, certain transactions may be subject to enhanced due diligence procedures to ensure compliance with applicable regulations.

All documents submitted must be clear, valid, unaltered, and verifiable. In case of doubt, the Company may request notarised documents or conduct further checks, including biometric verification or database screening.

3. Triggers for Additional Verification
Enhanced verification measures may be applied in the following cases:

- Cumulative deposits, withdrawals or transactions reaching or exceeding the applicable threshold;
- Detection of unusual or inconsistent account activity;
- Residence in or transactions involving high-risk jurisdictions;
- Indications of identity fraud, impersonation, or use of third-party payment methods;
- Classification as a Politically Exposed Person (PEP) or connection to a sanctioned entity.

In such cases, the Company may request documentation confirming the source of funds or wealth, additional identity documents, transaction history, or banking information. All data may be subjected to real-time screening tools and risk profiling.

4. Ongoing Due Diligence and Monitoring
KYC is not a one-time requirement. The Company implements continuous monitoring of Customer activity, including:

- Regular updates to Customer information;
- Transactional behavior analysis;
- Re-verification upon significant changes (e.g., change of address, payment method, or jurisdiction);
- Application of enhanced due diligence for high-risk accounts or behaviors.

Where necessary, the Company reserves the right to suspend or restrict account functions pending completion of additional due diligence procedures.

5. Refusal to Comply
If the Customer fails or refuses to provide requested information or documentation, the Company may take the following measures:

- Suspend or restrict account access;
- Freeze deposits, withdrawals, or gameplay;
- Terminate the account relationship;
- Report the case to the appropriate regulatory or investigative authorities.

The Company shall not be liable for any losses or delays resulting from such action where it is necessary for compliance with its regulatory obligations or the protection of the platform.

6. Fraud and Internal Review
Where fraudulent activity, misrepresentation, or the use of falsified documents is suspected, the Company may:

- Block or permanently close the Customer’s account;
- Cancel pending payments and transactions;
- Launch an internal investigation and involve competent external authorities;
- Retain or forfeit funds where permitted under applicable law or regulation.

Any such actions will be proportionate, documented, and based on objective findings. The Company will take all reasonable steps to ensure confidentiality and legal compliance during such processes.

7. Document Validity and Security

All documents submitted to the Company are handled in accordance with applicable data protection laws. The Company applies appropriate security measures to store and process KYC data and retains such records for the legally required period following account closure or final transaction.

28. LIABILITY

TO THE EXTENT PERMITTED BY APPLICABLE LAW, WE WILL NOT COMPENSATE YOU FOR ANY REASONABLY FORESEEABLE LOSS OR DAMAGE (EITHER DIRECT OR INDIRECT) YOU MAY SUFFER IF WE FAIL TO CARRY OUT OUR OBLIGATIONS UNDER THESE TERMS UNLESS WE BREACH ANY DUTIES IMPOSED ON US BY LAW (INCLUDING IF WE CAUSE DEATH OR PERSONAL INJURY BY OUR NEGLIGENCE) IN WHICH CASE WE SHALL NOT BE LIABLE TO YOU IF THAT FAILURE IS ATTRIBUTED TO:

(I) YOUR OWN FAULT; (II) A THIRD PARTY UNCONNECTED WITH OUR PERFORMANCE OF THESE TERMS (FOR INSTANCE PROBLEMS DUE TO COMMUNICATIONS NETWORK PERFORMANCE, CONGESTION, AND CONNECTIVITY OR THE PERFORMANCE OF YOUR COMPUTER EQUIPMENT); OR (III) ANY OTHER EVENTS WHICH NEITHER WE NOR OUR SUPPLIERS COULD HAVE FORESEEN OR FORESTALLED EVEN IF WE OR THEY HAD TAKEN REASONABLE CARE. AS THIS SERVICE IS FOR CONSUMER USE ONLY WE WILL NOT BE LIABLE FOR ANY BUSINESS LOSSES OF ANY KIND.

IN THE EVENT THAT WE ARE HELD LIABLE FOR ANY EVENT UNDER THESE TERMS, OUR TOTAL AGGREGATE LIABILITY TO YOU UNDER OR IN CONNECTION WITH THESE TERMS SHALL NOT EXCEED:

(A) THE VALUE OF THE BETS AND OR WAGERS YOU PLACED VIA YOUR ACCOUNT IN RESPECT OF THE RELEVANT BET/WAGER OR PRODUCT THAT GAVE RISE TO THE RELEVANT LIABILITY, OR (B) EUR 10,000 IN AGGREGATE, WHICHEVER IS LOWER.

WE STRONGLY RECOMMEND THAT YOU (I) TAKE CARE TO VERIFY THE SUITABILITY AND COMPATIBILITY OF THE SERVICE WITH YOUR OWN COMPUTER EQUIPMENT PRIOR TO USE; AND (II) TAKE REASONABLE PRECAUTIONS TO PROTECT YOURSELF AGAINST HARMFUL PROGRAMS OR DEVICES INCLUDING THROUGH INSTALLATION OF ANTI-VIRUS SOFTWARE.

29. INTELLECTUAL PROPERTY

Any unauthorized use of our name and logo may result in legal action being taken against you.

As between us and you, we are the sole owners of the rights in and to the Service, our technology, software and business systems (the “Systems”) as well as our odds.

- you must not use your personal profile for your own commercial gain (such as selling your status update to an advertiser);
- and when selecting a nickname for your Account we reserve the right to remove or reclaim it if we believe it appropriate.

You may not use our URL, trademarks, trade names and/or trade dress, logos (“Marks”) and/or our odds in connection with any product or service that is not ours, that in any manner is likely to cause confusion among Customers or in the public or that in any manner disparages us.

Except as expressly provided in these Terms of Service, we and our licensors do not grant you any express or implied rights, license, title or interest in or to the Systems or the Marks and all such rights, license, title and interest specifically retained by us and our licensors. You agree not to use any automatic or manual device to monitor or copy web pages or content within the Service. Any unauthorized use or reproduction may result in legal action being taken against you.

30. MISCELLANEOUS PROVISIONS

1. Links to Other Websites

The Service may contain links to third party websites that are not maintained by, or related to, us, and over which we have no control. Links to such websites are provided solely as a convenience to Customers, and are in no way investigated, monitored or checked for accuracy or completeness by us. Links to such websites do not imply any endorsement by us of, and/or any affiliation with, the linked websites or their content or their owner(s). We have no control over or responsibility for the availability nor their accuracy, completeness, accessibility and usefulness. Accordingly when accessing such websites we recommend that you should take the usual precautions when visiting a new website including reviewing their privacy policy and terms of use.

2. Assignment

Neither these Terms nor any of the rights or obligations hereunder may be assigned by you without the prior written consent of us, which consent will not be unreasonably withheld. We may, without your consent, assign all or any portion of our rights and obligations hereunder to any third party provided such third party is able to provide a service of substantially similar quality to the Service by posting written notice to this effect on the Service.

3. Governing Law

These Terms of Service are governed by the law in force in Curaçao.

Any dispute, controversy, or claim arising out of or in connection with these Terms of Service, including their validity, interpretation, performance, or termination, shall be subject to the exclusive jurisdiction of the competent courts of Curaçao. The Customer expressly agrees that such courts shall have authority to hear and determine any proceedings arising out of these Terms of Service or the use of the services provided by the Company.

4. Severability

In the event that any provision of these Terms of Service is deemed by any competent authority to be unenforceable or invalid, the relevant provision shall be modified to allow it to be enforced in line with the intention of the original text to the fullest extent permitted by applicable law. The validity and enforceability of the remaining provisions of these Terms of Service shall not be affected.

5. Breach of These Terms of Service

Without limiting our other remedies, we may suspend or terminate your Account and refuse to continue to provide you with the Services, in either case without giving you prior notice, if, in our reasonable opinion, you breach any material term of these Terms of Service. Notice of any such action taken will, however, be promptly provided to you.

6. Waiver

No waiver by us, whether by conduct or otherwise, of a breach or threatened breach by you of any term or condition of these Terms of Service shall be effective against, or binding upon, us unless made in writing and duly signed by us, and, unless otherwise provided in the written waiver, shall be limited to the specific breach waived. The failure of us to enforce at any time any term or condition of these Terms of Service shall not be construed to be a waiver of such provision or of the right of us to

enforce such provision at any other time.

7. Acknowledgement

By hereafter accessing or using the Service, you acknowledge having read, understood and agreed to each and every paragraph of these Terms of Service. As a result, you hereby irrevocably waive any future argument, claim, demand or proceeding to the contrary of anything contained in these Terms of Service.

8. Language

In the event of there being a discrepancy between the English language version of these Terms of Service and any other language version, the English language version will be deemed to be correct.

9. Entire agreement.

These Terms of Service constitute the entire agreement between you and us with respect to your access to and use of the Services, and supersedes all other prior agreements and communications, whether oral or written with respect to the subject matter hereof.