



# OCEAN CASINO RESORT WAGER TYPE RULES

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## **AMERICAN FOOTBALL**

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### *Money Line – Head-to-Head*

Betting on the winner of the game. Two outcomes are offered: (1) the home team will win or (2) the away team will win. If there is a tie at the end of overtime, the bet will be refunded.

### *Two-way Money Line – Draw No Bet*

Betting on the winner of the indicated quarter, half, or game. Two outcomes are offered: (1) the home team will win or (2) the away team will win. If the game ends in a tie, the bet will be refunded.

### *Three-way Money Line – Head-to-Head – Quarter/Half/Game*

Betting on the outcome of the indicated quarter, half, or the game in regular time. Three outcomes are offered: (1) the home team will win, (x) the teams will tie, or (2) the away team will win. Breaks during the game will have no influence on the outcome, even if the break results in a replay.

### *Head-to-Head Handicap – Half/Game*

Betting on which team will lead at the end of the half or game by adding/deducting the spread to/from the result. The handicap, positive or negative, is always associated with the home team. Breaks during the game will have no influence on the outcome of this type of bet, even if the break results in a replay.

### *Over/Under*

Betting that the total points scored will be higher (Over) or lower (Under) than the spread.

### *Over/Under – Home/Away*

Betting that the total points scored by the home or away team will be higher (Over) or lower (Under) than the spread.

### *Over/Under – Touchdown*

Betting that the total number of touchdowns made will be higher (Over) or lower (Under) than the spread.

### *Over/Under – Half/Quarter*

Betting that the total points scored at the end of a half or quarter will be higher (Over) or lower (Under) than the spread.

### *Head-to-Head – Yards – Quarterback (QB)*

Betting on which quarterback will throw passes for the most yards.

### *Head-to-Head – Yards – Running Back (RB)*

Betting on which running back will run the most yards.

### *Odd/Even – Quarter/Half/Game*

Betting that the number of points scored by the end of the indicated quarter, half, or game will be odd or even. If the game ends 0-0, the winning selection will be even.

*Odd/Even – Home/Away*

Betting that the number of points scored by the home or away team will be odd or even. If the game ends 0-0, the winning selection will be even.

*Overtime*

Betting on whether the game will enter overtime.

*Highest Scoring Quarter*

Betting that the most points will be scored in the indicated quarter. Five outcomes are offered: first quarter, second quarter, third quarter, fourth quarter, or equals (at least two quarters will have the same score).

*Top Player*

Betting on who will be the top player in the game. The names of some players and the "Other" entry will be on the list of possible selections. When the "Other" entry is selected, the bet will be won if the top player is not among the listed names.

*Over/Under – Player Passing Yards – Game/Season/Playoff Series*

Betting that the total number of passing yards made by the player during the game/season/playoff series will be higher (Over) or lower (Under) than the spread. If the player takes the field in at least one game, the bet will be considered valid. If the player does not take part in any games, the bet will be refunded.

**Football Futures**

*Winning Overall (Championship Winner)*

Betting that the competitor will place first at the end of the competition. If a competitor does not attend the competition/event and their winning share is equal to or less than 5, bets affected by this event may be refunded. If there is a tie, the winner will be determined by the same criteria used by the authorities.

*Head-to-Head Overall*

Betting on which of two competitors will hold the top rank at the end of competition. If a competitor does not take part in the competition/event, the bet will be refunded. If there is a tie, the winner will be determined by the same criteria used by the authorities.

*Winner/No Winner*

Betting that the competitor will win or lose the competition.

*Top 2*

Betting on which two teams will go to the championship game.

*Yes/No*

Betting on whether a specific event will happen within the competition.

**Event Categories**

*Winning*

Betting that the team will win the tournament, league, or division at the end of the regular season or,

where provided, the playoffs.

#### *Top Scorer*

Betting that the player will be the top scorer of the regular season or playoffs. The outcome will be based on the results published on the official competition website. Points scored in other competitions will not be considered for this bet type. If the player takes the field once in their league, the bet will be considered valid. If the player does not take the field, the bet will be refunded.

#### *Head-to-Head Scorers*

Betting that one of two players will score more points during the indicated tournament. Points scored in other competitions will not be considered for this bet type. If both players score the same number of points, bets will be refunded.

#### *Head-to-Head Teams*

Betting that one of two teams will get the best position at the end of the regular season according to the official ranking.

#### *Most Valuable Player (MVP)*

Betting that the player will be elected the Most Valuable Player (MVP) of the event. The outcome will be based on the results published on the official competition website. If the player does not score in any of the considered games, the bet will be refunded.

#### *Position of MVP*

Betting on which player position will win the Most Valuable Player (MVP).

#### *Best Coach*

Betting on which coach will be elected Best Coach of the Year in the championship they belong to. The outcome will be based on the results published on the official competition website.

#### *Regular Season Wins*

Betting on the exact number of wins a team will have in the regular season.

#### *Over/Under – Regular Season Wins*

Betting that the number of wins of a team during the regular season will be higher (Over) or lower (Under) than the indicated spread. If the number of games played by the team will not be the same as listed in the calendar published at the beginning of the season, the bet will be refunded.

#### *Reach the Playoffs*

Betting on whether the team will reach the playoffs.

#### *Coin Toss – Team*

Betting on which team will win the coin toss.

#### *Coin Toss – Outcome*

Betting on the outcome of the coin toss.

*Win Coin Toss and Win the Game*

Betting on whether the team will win coin toss and win the game.

*First Down – Team*

Betting on which team will get the first down.

*1st Scoring Play*

Betting on the method and the team of the first scoring play.

*Jersey Number of 1st/Last Touchdown Scorer*

Betting on the jersey number of the player who will make the first or last touchdown of the game.

*Longest Touchdown Scored – Team*

Betting on which team will score the longest touchdown.

*Over/Under – Touchdowns by Team*

Betting that the total number of touchdowns made by the team during the game will be higher (Over) or lower (Under) than the spread.

*Over/Under – Longest/Shortest Touchdown Scored*

Betting on whether the number of yards of the longest or shortest touchdown will be higher (Over) or lower (Under) than the spread.

*Special Team or Defensive Touchdown Scored*

Betting on whether Special Teams or the Defense will score a touchdown.

*Wins Both Halves*

Betting on whether the team will win both halves.

*First Coaches Challenge – Team*

Betting on which team will have the first Coaches Challenge.

*First Timeout – Team*

Betting on which team will call the first timeout.

*Over/Under – Total Accepted Penalty Yards*

Betting that the number of accepted penalty yards will be higher (Over) or lower (Under) than the spread.

*Over/Under – Largest Lead of the Game*

Betting that the greatest gap of points between the two teams during the game will be higher (Over) or lower (Under) than the spread.

*Over/Under – Total Punts*

Betting on whether the total number of punts will be higher (Over) or lower (Under) than the spread.

*Over/Under – Total Punts by Team*

Betting on whether the total number of punts by the team will be higher (Over) or lower (Under) than the

spread.

*Over/Under – Longest/Shortest Field Goal Scored*

Betting on whether the number of yards of the longest or shortest field goal will be higher (Over) or lower (Under) than the spread.

*Most/Longest Successful Field Goal – Team*

Betting on which team will have the most or longest successful field goal.

*Field Goal or Extra Point Attempt to Hit Uprights or Crossbar*

Betting on whether a field goal or extra point attempt will hit the uprights or crossbar.

*Successful Two-point Conversion*

Betting on whether there will be a two-point conversion.

*Either Team Score a Safety*

Betting on whether either team will score a safety.

*Score in Final Two Minutes of 1st Half*

Betting on whether a team will score in the final two minutes of first half.

*Most First Downs – Team*

Betting on which team will obtain the most first downs.

*Longest Drive – Team*

Betting on which team will have the longest drive by yards.

*Successful Two-Point Conversion by Team*

Betting on whether the team will have a successful two-point conversion.

*Opening Kickoff/First Kickoff a Touchback by Team*

Betting on whether the opening kickoff or the first kickoff by the team will be a touchback.

*First/Most Sacks – Team*

Betting on which team will record the first or most sacks.

*Draft – Overall Pick*

Betting on which player will be drafted as indicated Overall Pick.

*Draft – 1st Drafted of a Specific Position*

Betting on which player of the indicated position (e.g., quarterback, running back, linebacker) will be drafted first.

*Draft Round – Number of a Specific Position*

Betting on how many players in the indicated position (e.g., quarterbacks, running backs, linebackers) will be drafted in the indicated round.



*Draft Round – Number of Defensive/Offensive Players*

Betting on how many defensive or offensive players will be drafted in the indicated round.

*Draft Round – Number of Conference Players*

Betting on how many players from a specific conference (i.e., ACC, Big 10, Big 12, PAC 12, SEC) will be drafted in the indicated round.

*Draft Position – Player*

Betting on what position the indicated player will be drafted.

**Football Player Props**

*Three-way Money Line – Players*

Betting on which of two players will score more touchdowns or whether they will achieve the same number of touchdowns (X). If a player takes the field for less than one minute, the bet will be refunded. The players can belong to the same team or to different teams that are not necessarily facing each other in the same game.

*Head-to-Head Handicap – Players*

Betting on which of two players will score more touchdowns by adding/deducting the spread to/from the final result. The handicap, positive or negative, is always associated with the first indicated player. If a player takes the field for less than one minute, the bet will be refunded. The players can belong to the same team or to different teams that are not necessarily facing each other in the same game.

*Over & Under – Passing/Receiving/Rushing TD – Game/Season/Playoff*

Betting that the total number of passing, receiving, or rushing touchdowns made by the player in the game/season/playoff/series will be higher (Over) or lower (Under) than the spread. If the player takes part in at least one game action, the bet will be considered valid. If the player does not take part in any games, the bet will be refunded. The outcome will be based on the results published on the official competition website.

*Over & Under – Receiving Yards/Receptions/Rushing Yards – Game/Season/Playoff*

Betting that the total number of receiving yards, receptions, or rushing yards made by the player in the game/season/playoff/series will be higher (Over) or lower (Under) than the spread. If the player takes part in at least one game action, the bet will be considered valid. If the player does not take part in any games, the bet will be refunded. The outcome will be based on the results published on the official competition website.

*Anytime Touchdown Scorer*

Betting that the player will score at least one touchdown during the game. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score a touchdown, the bet will be considered lost.

*First Touchdown Scorer*

Betting that the player will score the first touchdown of the game. If the player does not take the field or

does so after the first touchdown of the game has already happened, the bet will be refunded. If the player takes the field but does not score the first touchdown, the bet will be lost, even if the player was replaced before the first touchdown was scored.

#### *Last Touchdown Scorer*

Betting that the player will score the last touchdown of the game. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score the last touchdown, the bet will be lost, even if the player was replaced or expelled before the last touchdown is scored.

## **AUSTRALIAN RULES FOOTBALL**

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#### *Money Line – Head-to-Head*

Betting on the winner of the game. Two outcomes are offered: (1) the home team will win or (2) the away team will win. If there is a tie at the end of overtime, the bet will be refunded.

#### *Three-way Money Line – Head-to-Head*

Betting on the outcome of the 1st half or the game in regular time. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

#### *Head-to-Head Handicap*

Betting on which team will win the game by adding/deducting the spread to/from the result. The handicap, positive or negative, is always associated with the home team.

#### *Over/Under*

Betting that the total number of points scored during the game will be higher (Over) or lower (Under) than the spread.

#### *Winner/No Winner*

Betting that the competitor will win or lose the game.

#### *Yes/No*

Betting on whether a selected event will happen.

## **AUTO RACING**

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#### *Winner – Race*

Betting that the driver will win the race. If the driver does not take part in the race, the bet will be considered lost.

#### *Winning Team*

Betting on which team will win.

#### *1st and 2nd Position*

Betting that two drivers will end the race in 1st and 2nd position in that exact order. If one or both drivers do not take part in the race, the bet will be considered lost.

*1st or 2nd Position*

Betting that two drivers will end the race in 1st and 2nd position in any order. If one or both drivers do not take part in the race, the bet will be considered lost.

*Podium – Race*

Betting that the driver will finish the race with a podium position (1st, 2nd, or 3rd). If the driver does not take part in the race, the bet will be lost.

*Top “X” – Race*

Betting that the driver will end the race in the top “X” positions. To be considered a Top “X,” the driver must complete at least 90% of the laps compared to the winner. If the driver does not take part in the race, the bet will be considered lost.

*Money Line – Head-to-Head – Race*

Betting on which of two drivers will be the best positioned at the end of the race. If the drivers retire or are disqualified during the same lap, the bet will be refunded. If the drivers retire or are disqualified during different laps, the driver who completed the most laps will be considered the best positioned. If one of the drivers does not take part in the race, the bet will be refunded.

*Best of Three/Four*

Betting on which of three or four drivers will be the best positioned at the end of the race. If a driver retires or is disqualified during the same lap as another driver, they will be considered equals in result. If one of the drivers does not take part in the race, the bet will be refunded.

*Both Cars Points*

Betting that a team will rank both cars in the Top 10 in the same race. If a driver does not take part in the race, the bet will be refunded.

*Three-way Money Line – Team Podium*

Betting on which of two teams will position more drivers on the podium (1st, 2nd, and 3rd) at the end of the race or qualification session. If the teams position the same number of drivers, the bet will be refunded.

*Exact Number – Team Podium*

Betting on the number of drivers positioned on the podium (1st, 2nd, and 3rd) for the team.

*Pole – Winner*

Betting that the driver will reach first in line during the qualifying session. If the driver is unable to take part in the race, the bet will be considered lost.

*Pole – 1st and 2nd Place*

Betting that two drivers will end the qualifying session in 1st and 2nd position in that exact order. If one or both drivers do not take part in the race, the bet will be considered lost.

*Pole – Podium*

Betting that the driver will end the qualifying session with a podium position (1st, 2nd, or 3rd). If the driver does not take part in the race, the bet will be considered lost.

*Pole – Head-to-Head Money Line*

Betting on which of two drivers will end the qualifying session with a better position.

*Rank/No Rank – Props*

Betting on whether the driver will rank. The outcome will be based on the results published on the official competition website. To be considered ranked, the driver should complete at least 90% of the laps compared to the winner.

*Over/Under – Ranked – Props*

Betting that the number of drivers ranked at the end of the competition will be higher (Over) or lower (Under) than the spread. The outcome will be based on the results published on the official competition website.

*No Points*

Betting that the driver will finish the race with no points or 11th position or lower.

*Fastest Lap*

Betting that the driver will make the fastest lap during the race. If the driver does not take part in the race, the bet will be considered lost.

*1st Withdrawn*

Betting that the driver will be the first to withdraw from the race. If two or more drivers withdraw at the same time, they will be considered equal. If the driver is disqualified from the race due to a crash, it will be considered a withdrawal. If the driver does not take part in the race, the bet will be considered lost.

*1st Lap Not Completed*

Betting on the number of drivers that do not complete the first lap of the race.

*Leader After 1st Lap*

Betting that the car will lead the race at the end of the first lap. If the first lap is not completed, the bet will be refunded. If the car does not take part in the race, the bet will be considered lost.

*First Constructor Withdrawn*

Betting that the team will be the first to withdraw at least one car from the competition. If two or more cars/drivers withdraw during the same lap, the bet is considered drawn regardless of any order.

*Hat Trick – Yes/No*

Betting that the driver will win the qualifying session, the race, and make the fastest lap in the same race.

*Winning Team – Pole*

Betting that the team will score first position at the end of the qualifying session.

*Winning – Free Practice*

Betting that the driver will win a practice session. If the driver does not take part in the session, the bet will be lost.

*Safety Car*

Betting that the safety car will enter the track during the race.

*Yes/No*

Betting on whether an event will happen.

**Auto Racing Futures**

*Winning World Constructors' Championship*

Betting that the team will have the highest score at the end of the season. If one or more of the team's drivers do not take part in the first official practice session and the winning share is equal or less than 5, the operator may refund all bet types influenced by this event. If all of the team's drivers take part in the first official practice session of the season, the bet will be considered valid.

*Winning World Drivers' Championship*

Betting that the driver will win the Championship season. If the driver does not take part in the first official practice session of the season and the share of the championship drivers is equal to or less than 5, the operator may refund all bets. If the driver takes part in the first official practice session of the season, all bets will be considered valid.

*Head-to-Head Final – World Drivers' Championship*

Betting on which of two drivers will reach the highest position in the World Championship for that season. If the two drivers receive the same number of points in the general ranking, the official criteria used by the authorities will be applied to appoint the winner.

**BASEBALL**

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*Money Line – Head-to-Head*

Betting on the team winning the game. Two outcomes are offered: (1) the home team will win or (2) the away team will win. If the game ends in a tie, the bet will be refunded.

*Money Line – Head-to-Head – Inning*

Betting on the winner of the inning. Two outcomes are offered: (1) the home team will win or (2) the away team will win. If the inning ends in a tie, the bet will be refunded.

*Three-way Money Line*

Betting on the outcome of the game. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

*Head-to-Head Handicap*

Betting on which team will win by adding/deducting the spread to/from the result. The handicap, positive

and negative, is always associated with the home team.

*Over/Under – Totals*

Betting that the total number of runs will be higher (Over) or lower (Under) than the spread.

*Over/Under – Inning Totals*

Betting that the total number of runs during the indicated inning will be higher (Over) or lower (Under) than the spread.

*Over/Under – After 1st Inning*

Betting that the total number of runs after the first inning will be higher (Over) or lower (Under) than the spread.

*Over/Under – After 5th Inning*

Betting that the total number of runs after the 5th inning will be higher (Over) or lower (Under) than the spread.

*Over/Under – Home/Away*

Betting that the total number of runs scored by the home or away team will be higher (Over) or lower (Under) than the spread.

*Over/Under – Hits*

Betting that the total number of hits will be higher (Over) or lower (Under) than the spread.

*Over/Under – Hits – Home/Away*

Betting that the total number of hits by the home or away team will be higher (Over) or lower (Under) than the spread.

*Odd/Even*

Betting that the number of runs, including extra innings, will be odd or even.

*Odd/Even – After 1st/5th Inning*

Betting that the total number of runs after the 1st or 5th inning will be odd or even.

*Odd/Even – Home/Away*

Betting that the total number of runs (including extra innings) for the home or away team will be odd or even.

*First/Last Team to Score*

Betting on which team will score the first or last run.

*Run Line After 1st Inning – Handicap*

Betting on which team will lead the game after the first inning by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the home team.

*Run Line – After 5th Inning – Handicap*

Betting on which team will lead the game after the 5th inning by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the home team.

*After 5th Inning*

Betting on which team will lead after the 5th inning and win the game.

*First Scorer & Win – Home/Away*

Betting that the home or away team will score the first point and win the game.

*Team Highest Scorer Inning*

Betting on which team will have the highest scoring inning.

*Extra Inning – Yes/No*

Betting whether there will be an extra inning.

*Multi-Runs*

Betting on the exact number of runs during the game.

*Most Hits*

Betting on which team will have the most hits.

*Winning Margins*

Betting on the difference in points between the two teams at the end of the game.

*Head-to-head + Over/Under*

Betting on which team will win and that the total number of runs scored during the game will be higher (Over) or lower (Under) than the spread.

*European Handicap*

Betting on which team will win by deducting the spread from the result. If positive, the handicap is deducted from the home team. If negative, the handicap is deducted from the away team. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

**Baseball Futures**

*Winning Overall (Championship Winner)*

Betting that the competitor will place first at the end of the competition. If a competitor does not attend the competition/event and their winning share is equal to or less than 5, the bet may be refunded. If there is a tie, the winner will be determined by the same criteria used by the authorities.

*Head-to-Head Overall*

Betting on which of two competitors will hold the top rank at the end of the competition. If a competitor does not take part in the competition/event, the bet will be refunded. If there is a tie, the winner will be determined by the same criteria used by the authorities.

*Winner/No Winner*

Betting that the competitor will win or lose the competition.

*Top 2*

Betting on which two teams will go to the championship series.

*Yes/No*

Betting on whether a specific event will happen within the competition.

**Event Categories**

*Winning/League/Division*

Betting that the team will win the series, regular season, league, division, or playoffs.

*Top Scorer*

Betting that the player will score the most runs during the regular seasons or playoffs. The outcome will be based on the results published on the official competition website. Runs scored in other competitions will not be considered. If the player takes the field once in their league, the bet will be considered valid. If the player does not take the field, the bet will be refunded.

*Head-to-Head – Scorers*

Betting on which of two players will score the most runs during the series. Runs scored in other competitions will not be considered. If there is a tie, the bet will be refunded.

*Head-to-Head – Teams*

Betting on which of the two teams will have the best rank at the end of the regular season. The outcome will be based on the results published on the official competition website.

*Regular Season Wins*

Betting on the exact number of wins a team will have in the regular season.

*Over/Under – Regular Season Wins*

Betting that the number of wins a team has during the regular season will be higher (Over) or lower (Under) than the spread. If the number of games played by the team will not be the same as listed in the calendar published at the beginning of the season, the bet will be refunded.

*Reach the Playoffs*

Betting on whether a team will reach the playoffs.

*Correct Score – Playoff Series*

Betting on the exact score for the series. The outcome will be based on the results published on the official competition website. If the series will not be completed, the bet will be refunded.

*Most Valuable Player (MVP)*

Betting that the player will be elected Most Valuable Player (MVP). The outcome will be based on the results published on the official competition website. If the player does not score in any of the considered



games, the bet will be refunded.

#### *Best Coach*

Betting on who will be elected Best Coach of the Year in the championship they belong to. The outcome will be based on the results published on the official competition website.

#### *Draft "X" Overall Pick*

Betting on which player will be drafted as "X" Overall Pick.

### **Baseball Player Props**

#### *Player Over/Under – Batter Hits/Home Runs*

Betting that the total number of hits or home runs by the player during the game will be higher (Over) or lower (Under) than the spread.

#### *Player Over/Under – Pitcher Earned Runs/Strikeouts*

Betting that the total number of runs or strikeouts obtained by the player during the game will be higher (Over) or lower (Under) than the spread.

## **BASKETBALL**

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#### *Money Line – Head-to-Head – Quarter/Half/Game*

Betting on the winner of the indicated quarter, half, or game. Two outcomes are offered: (1) the home team will win or (2) the away team will win. If there is a tie, the bet will be refunded.

#### *Two-way Money Line – Draw No Bet – Quarter/Half*

Betting on the winner of the indicated quarter or half. Two outcomes are offered: (1) the home team will win or (2) the away team will win.

#### *Three-way Money Line – Quarter/Half/Game*

Betting on the outcome of the indicated quarter, half, or game in regular time. Three outcomes are offered: (1) the home team is ahead, (X) the teams will tie, or (2) the away team is ahead. Breaks during the quarter or half will have no influence on the outcome of the bet.

#### *Head-to-Head Handicap – Quarter/Half/Game*

Betting on which team will lead at the end of the indicated quarter, half, or game by adding/deducting the spread to/from the total number of points scored in that quarter or half. The handicap, positive and negative, is always associated with the home team. Breaks during the quarter or half will have no influence on the outcome of the bets.

#### *Over/Under – Quarter/Half/Game*

Betting that the total points scored during the indicated quarter, half, or game will be higher (Over) or lower (Under) than the spread. Breaks during the quarter or half will have no influence on the outcome of the bets.

*Odd/Even*

Betting that the number of points scored during the quarter, half, regular time, or game will be odd or even. If the game ends 0-0, the winning selection will be even.

*Overtime*

Betting on whether the game will enter overtime.

*First to 5 Points FT*

Betting on which team will score the first five points.

*Winning Margin*

Betting on the difference in points between the two teams at the end of the game.

*Winning Margin – Home/Away*

Betting on the difference in points that the home or away team will win by.

*Top Scorer*

Betting on which player will score the most points on the selected day. If two players score the same number of points, the bet will be refunded. If the player does not participate or plays for less than a minute, the bet will be refunded.

*Over/Under – Championship*

Betting that the total number of points scored during a given round of a championship will be higher (Over) or lower (Under) than the spread. If one or more games are canceled or interrupted and if the remaining games or a part of a game that remains to be played do not have any influence on the outcome of the bet, the bet will be considered valid. Otherwise, the bet will be refunded.

*Highest Scoring Team in a Quarter*

Betting on which team will score more points in any single quarter. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

*Highest Scoring Quarter*

Betting on the quarter with the highest number of points. Five outcomes are offered: 1st quarter, 2nd quarter, 3rd quarter, 4th quarter, and equals (at least two of the quarters will have the same score).

*Over/Under – Home/Away – Half/Game*

Betting that the total points scored by the home or away team during the indicated half or game will be higher (Over) or lower (Under) than the spread.

*Race to “X” Points*

Betting on which team will be the first to reach the indicated score.

*Race to “X” Points – Quarter*

Betting on which team will be the first to reach the indicated score in the indicated quarter.

## **Basketball Futures**

### *Winning Overall (Championship Winner)*

Betting that the competitor will win first position at the end of the competition. If a competitor does not attend the competition and their winning share is equal to or less than 5, the operator may refund bets affected by this event. If there is a tie, the winner will be determined by the same criteria used by the authorities.

### *Head-to-Head Overall*

Betting on which of two competitors will hold the top rank at the end of the competition. If a competitor does not take part in the competition/event, the bet will be refunded. If there is a tie, the winner will be determined by the same criteria used by the authorities.

### *Winner/No Winner*

Betting that the competitor will win or lose the competition.

### *Top 2*

Betting on which teams will go to the championship series or game.

### *Yes/No*

Betting on whether a specific event will happen within the competition.

## **Event Categories**

### *Winning/Conference/Division*

Betting that the team will win the tournament, conference, or division at the end of the regular season or, where provided, the playoffs.

### *Top Scorer*

Betting that the player will be the top scorer at the end of the regular seasons or playoffs. The outcome will be based on the results published on the official competition website. Runs scored in other competitions will not be considered. Points scored in other competitions will not be considered. If the selected player takes the field once in their league, the bet will be considered valid. If the player does not take the field, the bet will be refunded.

### *Head-to-Head – Scorers*

Betting on which of two players will score more points during the tournament. Points scored in other competitions will not be considered. If there is a tie, the bet will be refunded.

### *Head-to-Head – Teams*

Betting on which of two teams will get the best rank at the end of the regular season. The outcome will be based on the results published on the official competition website.

### *Over/Under – Regular Season Wins*

Betting that the number of wins a team has during the regular season will be higher (Over) or lower (Under) than the spread. If the number of games played by the team will not be the same as listed in the

calendar published at the beginning of the season, the bet will be refunded.

#### *Head-to-Head – Teams Tournament*

Betting on which of two teams will have the best rank in the tournament. If both teams are eliminated in the same tournament phase, but the elimination happens in the group stage and one team is ranked higher than the other in the relevant group or the teams faceoff in a final/playoff to determine ranking, the bet will be considered valid. In all other scenarios where both teams are eliminated in the same tournament phase, the bet will be refunded.

#### *Regular Season Wins*

Betting on the exact number of wins a team will have in the regular season.

#### *Reach the Playoffs*

Betting on whether “X” team will reach the playoffs.

#### *Correct Score – Playoff Series*

Betting on the exact score for the series. The outcome will be based on the results published on the official competition website. If the series will not be completed, the bet will be refunded.

#### *Most Valuable Player (MVP)*

Betting that the player will be elected Most Valuable Player (MVP). The outcome will be based on the results published on the official competition website. If the player does not score in any of the considered games, the bet will be refunded.

#### *Best Coach*

Betting on who will be elected Best Coach of the Year in the championship they belong to. The outcome will be based on the results published on the official competition website.

#### *Rookie of the Year*

Betting the player will be elected Rookie of the Year. The outcome will be based on the results published on the official competition website. If the player does not score in any of the considered games, the bet will be refunded.

#### *Most Improved Player*

Betting the player will be elected Most Improved Player. The outcome will be based on the results published on the official competition website. If the player does not score in any of the considered games, the bet will be refunded.

#### *Defensive Player of the Year*

Betting the player will be elected Defensive Player of the Year. The outcome will be based on the results published on the official competition website. If the player does not score in any of the considered games, the bet will be refunded.

#### *Sixth Man of the Year*

Betting the player will be elected Sixth Man of the Year. The outcome will be based on the results

published on the official competition website. If the player does not score in any of the considered games, the bet will be refunded.

#### *Draft "X" Overall Pick*

Betting the player will be drafted as "X" Overall Pick.

### **Basketball Player Props**

#### *Three-way Money Line – Players*

Betting on which of two players will score more points or whether they will tie. If the players take the field for less than one minute, the bet will be refunded. The players can belong to the same team or different teams that are not necessarily facing each other.

#### *Head-to-Head Handicap – Players*

Betting on which of two players will score more points by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the first indicated player. If one player takes the field for less than one minute, the bet will be refunded. The players can belong to the same team or different teams that are not necessarily facing each other.

#### *Head-to-Head – Assists/Rebounds*

Betting on which of two players will be credited with more assists or rebounds (attack and defense) during the indicated tournament. Credited assists or rebounds in other competitions will not be considered. If the players tie, the bet will be refunded.

#### *Over/Under – Player Points/Rebounds/Assists – Game/Series/Season/Playoff*

Betting that the total number of points, rebounds, or assists credited to the player during the game, series, season, or playoff will be higher (Over) or lower (Under) than the spread. If the selected player takes part in at least one game action, the bet will be considered valid. If the player does not take part in any games, the bet will be refunded (share 1). The outcome will be based on the results published on the official competition website.

#### *Over/Under – Player Blocks/Steals/3-Point Field Goals/Field Goals – Game/Series/Season/Playoff*

Betting that the total number of blocks, steals, 3-point field goals, or field goals made by the player during the game, series, season, or playoff will be higher (Over) or lower (Under) than the spread. If the player takes part in at least one game action, the bet will be considered valid. If the player does not take part in any games, the bet will be refunded (share 1). The outcome will be based on the results published on the official competition website.

#### *Money Line + Over/Under – Player Points/Assists/Rebounds*

Betting that the team will win the game and that the total number of points, assists, or rebounds credited to the selected player will be higher (Over) or lower (Under) than the spread. If the player takes part in one game action, the bet will be considered valid. If the player does not take part, the bet will be refunded (share 1). The outcome will be based on the results published on the official competition website.

#### *Over/Under – Player Points/Assists/Rebounds – Game/Series/Season/Playoff*

Betting that the combined total number of points scored, assists, and/or rebounds by the player in the game, series, season, or playoff will be higher (Over) or lower (Under) than the spread. If the player takes part in at least one game action, the bet will be considered valid. If the player does not take part, the bet will be refunded (share 1). The outcome will be based on the results published on the official competition website.

#### *Over/Under – Player Steals + Blocks – Game/Season/Playoff*

Betting that the total number of steals made plus the number of blocks by the player in the game, series, season, or playoff will be higher (Over) or lower (Under) than the spread. If the player takes part in at least one game action, the bet will be considered valid. If the player does not take part, the bet will be refunded (share 1). The outcome will be based on the results published on the official competition website.

#### *Double-double/Triple-double*

Betting that the player will reach double digits during the game, including overtime, in two or three of the following game statistics: points, assists, and rebounds. If the player takes part in at least one game action, the bet will be considered valid. If the player does not take part in the games, the bet will be refunded (share 1). The outcome will be based on the results published on the official competition website.

## **BOXING**

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#### *Three-way Money Line*

Betting on the outcome of the bout, regardless of the winning method (knockout, technical knockout, or points victory). Three outcomes are offered: (1) the first fighter wins, (X) the bout ends in a tie, or (2) the second fighter wins.

#### *Head-to-Head – Money Line*

Betting on the winner of the bout. Two outcomes are offered: (1) the first fighter wins or (2) the second fighter wins. If there is a tie, the bet will be refunded.

#### *Points Victory*

Betting that the bout will be won on points. If there is a knockout, technical knockout, or a tie, the bet will be considered lost.

#### *Winning by KO*

Betting that the bout will be won following a knockout or technical knockout. If there is a tie or they win on points, the bet will be considered lost.

#### *KO – Yes/No*

Betting on whether the bout will end by KO/TKO. If there is a tie, the bet will be refunded.

#### *Over/Under – Round*

Betting on whether the number of rounds will be higher (over) or lower (under) than the predetermined spread. Half rounds are calculated by dividing the total round length by 2. In 5-minute rounds, half rounds

are 2 minutes and 30 seconds. Thus, for a spread of over/under 2.5 rounds, if the fight lasts more than 12 minutes and 30 seconds, the over bet wins: if less than 12 minutes and 30 seconds, the under-bet wins. Fights that end exactly at the halfway point of the applicable round will be refunded.

*Winner/No Winner*

Betting that the fighter will win or lose the bout.

*Yes/No*

Betting on whether a selected event will happen.

## **CYCLING**

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*Winning*

Betting that rider will win the competition.

*1st and 2nd Position*

Betting that two riders will end in 1st and 2nd position in that exact order.

*Podium*

Betting that the rider will end with a podium position (1st, 2nd, or 3rd).

*Head-to-Head – Money Line*

Betting on which of two drivers will be the best positioned at the end of the event. If it ends in a tie, the bet will be refunded.

*Winning Group*

Betting that the rider will get the best position in the event. If none of the riders complete the competition, the winner will be the one who has obtained the best time during the previous phase.

*Top “X”*

Betting on the rider ending in the Top “X” positions.

*Rank/No Rank*

Betting on whether the rider will rank. The outcome will be based on the results published on the official competition website.

*Yes/No*

Betting on whether a selected event will happen.

## **CRICKET**

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*Money Line – Head-to-Head*

Betting on the winner of the match. Two outcomes are offered: (1) the home team wins, or (2) the away team wins. If there is a tie, the bet will be refunded.

*Three-way Money Line – Head-to-Head – Half/Match*

Betting on the outcome of the indicated half or match in regular time. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

*Head-to-Head Handicap*

Betting that the team will win the match by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the home team.

*Over/Under – Spread*

Betting that the total number of points scored during the match will be higher (Over) or lower (Under) than the spread.

*Winner/No Winner*

Betting that the team will win or lose the event.

*Yes/No*

Betting on whether a selected event will happen.

## **DARTS**

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*Winning*

Betting that the player will win the competition.

*1st and 2nd Position*

Betting that two players will reach 1st and 2nd positions in the competition in that exact order.

*Podium*

Betting that the player will end with a podium position (1st, 2nd, or 3rd).

*Money Line – Head-to-Head*

Betting on which of two players will be best positioned at the end of the competition. If it ends in a tie, the bet will be refunded.

*Top “X”*

Betting on a player ending in the Top “X” positions.

*Yes/No*

Betting on whether a selected event will happen.

## **GOLF**

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*Three-way Money Line*

Betting on the outcome of the competition. Three outcomes are offered: (1) the first player will have the best position at the end of the related Hole/Tournament, (X) both players will have the same position at the end of the related Hole/Tournament, or (2) the second player will have the best position at the end of



the related Hole/Tournament.

*Winning/No Winner*

Betting that the player will win or lose the tournament.

*Top of the Group*

Betting that the player will have the best position in their group.

*Money Line – Head-to-Head*

Betting on which of two players will have the best position at the end of the related Hole/Tournament. If both players have the same position, the bet will be refunded.

*Podium*

Betting that the player will end with a podium position (1st, 2nd, or 3rd).

*Top “X”*

Betting that the player will end in the Top “X” positions.

*Yes/No*

Betting on a selected event happening or not.

**Event Categories**

*“X” Round Leader*

Betting that the player will lead at the end of the “X” round.

*“X” Round Leader of “Y” Continent*

Betting that a player from “Y” continent will lead at the end of the “X” round.

*“X” Round Leader of “Y” Nation*

Betting that a player from “Y” nation will lead at the end of the “X” round.

*Player “X” to Make the Cut*

Betting on whether the player will make the cut.

**ICE HOCKEY**

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*Two-way Money Line – Head-to-Head*

Betting that the team will win the game. Two outcomes are offered: (1) the home team wins or (2) the away team wins. The outcome is based on regular playing time plus overtime and following penalties.

*Two-way Money Line – Draw No Bet – Period/Game*

Betting that the team will win the indicated period or game. Two outcomes are offered: (1) the home team wins or (2) the away team wins. If the teams tie, the bet will be refunded.

*Three-way Money Line – Period/Game*

Betting on the outcome of the indicated period or game. Three outcomes are offered: (1) the home team wins, (X) the teams will tie, or (2) the away team wins.

*Head-to-Head – Period*

Betting that the team will win the indicated period.

*Head-to-Head Handicap – Period*

Betting that the team will win the indicated period by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the home team.

*European Handicap*

Betting on which team will win by deducting the spread from the result. If positive, the handicap is deducted from the home team. If negative, the handicap is deducted from the away team. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

*Over/Under – OT Included*

Betting that the total number of goals scored during the game, including overtime and penalties, will be higher (Over) or lower (Under) than the spread. If the game goes to a shootout, the results of the shootout will count as one goal for the winning team.

*Over/Under – OT Not Included*

Betting that the total number of goals scored during the game, excluding overtime and penalties, will be higher (Over) or lower (Under) than the spread.

*Over/Under – Home/Away – Period/Game*

Betting that the total goals scored during the period or game, excluding overtime and penalties, by the home or away team will be more or less than the spread.

*Over/Under – Period*

Betting that the total goals scored in the indicated period will be higher (Over) or lower (Under) than the spread.

*First/Last Goal – Period/Game*

Betting on whether the team will score the first or last goal of the indicated period or game.

*Correct Score*

Betting on the exact score of the game.

*Total Goal*

Betting on the exact number of goals scored during regular time.

*Winning Margin*

Betting on the difference in points between the two teams at the end of the game.

*Goal Goal/No Goal (GG/NG) – Period/Game*

Betting that both teams will score at least one goal (GG) or that at least one of the two teams will not score (NG) during the indicated period or game.

*Odd/Even – Period/Game*

Betting that the number of goals scored during the indicated period or game, excluding overtime and penalties, will be odd or even. If the game ends 0-0, the winning selection will be even.

*Odd/Even – Home/Away*

Betting that the number of goals scored by the home or away team during the game, excluding overtime and penalties, will be odd or even. If the game ends 0-0, the winning selection will be even.

*Home No Bet (HNB) – 1st Period/Game*

Betting that the away team will win or tie the first period or game. If the game or period is won by the home team, the bet will be refunded.

*Away No Bet (ANB) – 1st Period/Game*

Betting that the home team will win or tie the first period or game. If the game is won by the away team, the bet will be refunded.

*Overtime*

Betting on whether the game will enter overtime.

*Highest Scoring Period*

Betting on the period with the highest number of goals scored.

*Which Team to Score*

Betting on which team will score during the game, excluding overtime and penalties. Four outcomes are offered.

*Which Team to Score – OT and Penalties*

Betting on which team will score during the game, including overtime and penalties. Four outcomes are offered.

*Three-way Money Line – Rest of the Game*

Betting on the outcome of the game, excluding goals scored before the bet was placed. The score at the time the bet is accepted will be indicated in the bet. Three outcomes are offered: (1) the home team wins, (X) the two teams tie, or (2) the away team wins.

*Three-way Money Line – Remaining of the 1st-2nd Period*

Betting on the outcome of the remainder of the indicated period. Three outcomes are offered: (1) the home team wins, (X) the two teams tie, or (2) the away team wins.

*Next Goal – Period/Game*

Betting that the team will score the next goal in the indicated period or game.

*Goal Line – OT Included – Handicap*

Betting that the team will win the game by adding/deducting the spread to/from the result. The outcome is based on regular time plus overtime and/or shootout. The handicap, positive and negative, is always associated with the home team. If the game goes to a shootout, the results of the shootout will count as one goal for the winning team.

*Goal Line – OT Not Included – Handicap*

Betting that the team will win the game by adding/deducting the spread to/from the result. The outcome is based on regular time only. The handicap, positive and negative, is always associated with the home team.

**Ice Hockey Futures**

*Winning Overall (Championship Winner)*

Betting that the competitor will win place first at the end of the competitions. If a competitor does not take part in the competition and their winning share is equal to or less than 5, the operator may refund bets affected by the event. If there is a tie, the winner will be determined by the same criteria used by the authorities.

*Head-to-Head Overall*

Betting on which of two competitors will hold the top rank at the end of competition. If a competitor does not take part in the competition, the bet will be refunded. If there is a tie, the winner will be determined by the same criteria used by the authorities.

*Winner/No Winner*

Betting that the competitor will win or lose the competition.

*Top “X”*

Betting that the competitor will end in the Top “X” positions.

*Yes/No*

Betting on whether a selected event will happen.

**Event Categories**

*Winning – Division/Tournament*

Betting that the team will win the division or tournament indicated at the end of the regular season or, where provided, the playoffs.

*Top Scorer*

Betting that the player will be the top scorer at the end of the regular season or playoffs. The outcome will be based on the results published on the official competition website. Points scored in other competitions will not be considered. If the player takes the ice once in their league, the bet will be valid. If the player does not take the ice, the bet will be refunded.

#### *Head-to-Head – Scorers*

Betting on which of two players will score more points during the indicated competition. Point scored in other competitions will not be considered. If the players tie, the bet will be refunded.

#### *Head-to-Head – Teams*

Betting on which of two teams will have the highest rank at the end of the regular season. The outcome will be based on the results published on the official competition website.

#### *Most Valuable Player (MVP)*

Betting that the player will be elected Most Valuable Player (MVP). The outcome will be based on the results published on the official competition website. If the player does not score in any of the considered games, the bet will be refunded.

#### *Best Coach*

Betting on who will be elected Best Coach of the Year in the championship they belong to. The outcome will be based on the results published on the official competition website.

#### *Over/Under – Regular Season Wins*

Betting that the number of wins of a specific team during the regular season will be higher (Over) or lower (Under) than the spread. If the number of games played by the team will not be the same as listed in the calendar published at the beginning of the season, the bet will be refunded.

#### *Head-to-Head – Teams Tournament*

Betting on which of two teams will have the best rank in the tournament. If both teams are eliminated in the same tournament phase, but the elimination happens in the group stage and one team is ranked higher than the other in the relevant group or the teams faceoff in a final/playoff to determine ranking, the bet will be considered valid. In all other scenarios where both teams are eliminated in the same tournament phase, the bet will be refunded.

#### *Exact Points – Regular Season*

Betting on the exact number of points a team will earn in the regular season.

#### *Regular Season Wins*

Betting on the exact number of wins a team will have in the regular season.

#### *Reach the Playoffs*

Betting on whether the team will reach the playoffs.

#### *Defensive Player of the Year/James Norris Memorial Trophy*

Betting that the player will win the James Norris Memorial Trophy, Defensive Player of the Year. The outcome will be based on the results published on the official competition website.

#### *Most Points Scored/Art Ross Trophy*

Betting that the player will win the Art Ross Trophy for most points scored at the end of the regular season. If the player does not score in any of the considered games, the bet will be refunded.

*Rookie of the Year/Calder Memorial Trophy*

Betting that the player will win the Calder Memorial Trophy, Rookie of the Year.

*Goalkeeper of the year/Vezina Trophy*

Betting that the player will win the Vezina Trophy, Goalkeeper of the Year.

**Ice Hockey Player Props**

*Over/Under – Goal – Game/Series/Season/Playoff*

Betting that the total number of goals scored by the player during the game/series/season/playoff will be higher (Over) or lower (Under) than the spread. If the player takes part in at least one game action, the bet will be considered valid. If the player does not take part in any games, the bet will be refunded (share 1). The outcome will be based on the results published on the official competition website.

*Anytime Goal Scorer*

Betting that the player will score at least one goal during the game. If the player does not take the ice, the bet will be refunded. If the player takes the ice, but does not score a goal, the bet will be lost.

*First Goal Scorer*

Betting that the player will score the first goal of the game. If the player does not take the ice or does so after the first goal has already happened, the bet will be refunded. If the player takes the ice but does not score a goal, the bet will be lost, even if the player is replaced before the first goal was scored.

*Last Goal Scorer*

Betting that the player will score the last goal of the game. If the player does not take the ice, the bet will be refunded. If the player takes the ice but does not score the last goal, the bet will be lost, even if the player is replaced or expelled before the last goal is scored.

**LACROSSE**

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*Money Line – Head-to-Head*

Betting that the team will win the game. Two outcomes are offered: (1) the home team wins or (2) the away team wins. If there is a tie, the bet will be refunded.

*Three-way Money Line – Head-to-Head – 1st Half/Game*

Betting the team will win the 1st half or game in regular time. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

*Head-to-Head Handicap*

Betting that the team will win by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the home team.

*Over/Under*

Betting that the total number of points scored during the game will be higher (Over) or lower (Under) than the spread.

*Winner/No Winner*

Betting that the competitor will win or lose the event.

*Yes/No*

Betting on whether a selected event will happen.

## **MMA**

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*Money Line – Head-to-Head*

Betting on the winner of the bout. Two outcomes are offered: (1) the first fighter wins or (2) the second fighter wins. If there is a tie, the bet will be refunded.

*Three-way Money Line*

Betting on the outcome of the bout. Three outcomes are offered: (1) the first fighter wins, (X) the bout ends in a tie, or (2) the second fighter wins.

*Five-way Prop*

Betting on the outcome of the event based on Win by Decision or Win by Finish. Five outcomes are offered: first fighter by decision; first fighter by knockout, technical knockout, disqualification, submission; tie; second fighter by decision; second fighter by knockout, technical knockout, disqualification, submission.

*Seven-Way Prop*

Betting on the outcome of the event based on the method of victory. Seven outcomes are offered: first fighter by knockout, technical knockout, disqualification; first fighter by submission; first fighter by points/decision; tie; second fighter by knockout, technical knockout, disqualification; second fighter by submission; second fighter by points/decision.

*Points Victory/Decision*

Betting on whether the bout will be won on points. If the bout is won by knockout, technical knockout, disqualification, submission, or draw, the bet will be considered lost.

*Winning by KO*

Betting on whether the bout will be won by knockout, technical knockout, or disqualification. If the bout is won by submission, decision, or tie, the bet will be considered lost.

*Winning by Submission*

Betting on whether the fight will be won by Submission. If the bout is won by knockout, technical knockout, disqualification, decision, or tie, the bet will be considered lost.

*Over/Under – Rounds*

Betting on whether the number of rounds will be higher (over) or lower (under) than the predetermined spread. Half rounds are calculated by dividing the total round length by 2. In 5-minute rounds, half rounds are 2 minutes and 30 seconds. Thus, for a spread of over/under 2.5 rounds, if the fight lasts more than 12

minutes and 30 seconds, the over bet wins: if less than 12 minutes and 30 seconds, the under-bet wins. Fights that end exactly at the halfway point of the applicable round will be refunded.

## **MOTORCYCLE SPORTS**

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### *Winning – Race*

Betting that the driver will win the race. If the driver does not take part in the race, the bet will be considered lost.

### *1st and/or 2nd Position*

Betting that two drivers will end the race in 1st and 2nd position in that exact order or in any order. If the driver does not participate in the race, the bet will be considered lost.

### *Podium – Race*

Betting that a selected driver will finish the race with a podium position (1st, 2nd, or 3rd). If the driver does not take part in the race, the bet will be considered lost.

### *Top “X” – Race*

Betting that the driver will end the race in the top “X” positions. To be considered a top “X,” the driver must complete at least 90% of the laps compared to the winner. If a driver does not take part in the race, the bet will be considered lost.

### *Head-to-Head – Race*

Betting on which of two drivers will reach the best position during the race. If the drivers retire or are disqualified during the same lap, the bet will be refunded. If the drivers retire or are disqualified during different laps, the driver who completed the most laps will be considered the best positioned. If one of the drivers does not take part in the race, the bet will be refunded.

### *Best of Three/Four*

Betting on which of the three or four drivers will reach the best position during the race. If the drivers withdraw or are disqualified during the same lap, they will be considered equal. If one of the drivers does not take part in the race, the bet will be refunded.

### *Winning Team*

Betting on which team the winner of the race will belong to.

### *Three-way Money Line – Team Podium*

Betting on which of two teams will position more drivers on the podium (1st, 2nd, and 3rd) at the end of the race or qualification session. If the teams position the same number of drivers, the bet is considered drawn.

### *Exact Number – Team Podium*

Betting on the exact number of drivers positioned on the podium (1st, 2nd, and 3rd) for the team.



*Pole – Winning*

Betting that the driver will reach first position during the qualification session. If the driver does not take part in the race, the bet will be considered lost.

*Pole – 1st and 2nd Place*

Betting that two drivers will end the qualifying session in 1st and 2nd position in that exact order. If one of the drivers does not participate in the race, the bet will be considered lost.

*Pole – Podium*

Betting that the driver will end the qualifying session with a podium position (1st, 2nd, or 3rd). If the driver does not participate in the race, the bet will be considered lost.

*Pole – Head-to-Head*

Betting on which of two drivers will end the qualifying session with a better position.

*Pole – Winning Team*

Betting that a driver from the team will reach the first position at the end of the qualification session.

*Free Practice – Winning*

Betting that the driver will win a free practice session. If the driver does not take part in the race, the bet will be considered lost.

*Rank/No Rank*

Betting on whether the driver will rank. The outcome will be based on the results published on the official competition website. To be considered ranked, a driver must complete at least 90% of the laps compared to the winner.

*Over/Under – Ranked*

Betting that the ranked number of drivers at the end of the race will be higher (Over) or lower (Under) than the spread. The outcome will be based on the results published on the official competition website.

*No Points*

Betting that the driver will end the race with no points or 11th position or lower.

*Leader After 1st Lap*

Betting that the driver will lead the race at the end of the first lap. If the first lap is not completed, the bet will be refunded. If the driver does not participate in the race, the bet will be considered lost

*1st Withdrawn*

Betting that the driver will be the first to withdraw from the race. If two or more drivers withdraw at the same time, they will be considered equal independently from the withdrawal order. If the driver is disqualified due to a crash, it will be considered a withdrawal. If the driver does not participate in the race, the bet will be considered lost.

### *1st Lap Not Completed*

Betting on the number of drivers who will not complete the first lap of the race.

### *Fastest Lap*

Betting that the driver will make the fastest lap during the race. If the driver does not participate in the race, the bet will be considered lost.

### *Safety Car*

Betting that the safety car will enter the track during the race.

### *1st Constructor Withdrawn*

Betting that the team will be the first to withdraw a driver from the race. If two or more drivers from different teams withdraw during the same lap, the bet will be considered a tie, regardless of the withdrawal order.

### *Hat Trick – Yes/No*

Betting on any driver winning the qualification session, winning the race, and making the fastest lap during the same race.

### *Both Bike Points*

Betting that two bikes from one division will rank among the top ten positions. If one of the two drivers of the same team do not participate in the race, the bet will be refunded.

### *Yes/No*

Betting on whether a selected event will happen.

## **Motorcycle Futures**

### *Winning World Constructors' Championship*

Betting that the team will win the Constructors' Championship of the current season. If at least one of the team's drivers does not take part in the first official practice session of the season and the winning share of the championship constructors is equal to or less than 5, the operator may refund all bet types influenced by this event. If all the team's drivers take part in the first official practice session of the season, the bet will be considered valid.

### *Winning World Drivers' Championship*

Betting that the driver will win the World Drivers' Championship of the current season. If the driver does not take part in the first official practice session of the season and the winning share of the championship drivers is equal to or less than 5, the operator may refund all bet types influenced by this event. If the selected driver takes part in the first official practice session of the season, the bet will be considered valid.

### *Head-to-Head Final - World Drivers' Championship*

Betting on which of two drivers will reach the best position at the end of the world drivers' championship of the current season. If the drivers receive the same number of points in the general ranking, the official criteria used by the authorities will be applied to appoint the winner.

## OLYMPICS

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### *Winning*

Betting that the Athlete/Nation will win the competition.

### *No Winner*

Betting that the competitor will lose the competition.

### *1st and 2nd Place*

Betting that two competitors will finish in 1st and 2nd position in that exact order.

### *Podium*

Betting that the selected competitor will finish with a podium position (1st, 2nd, and 3rd).

### *Money Line – Head-to-Head*

Betting on the winner of the event. Two outcomes are offered: (1) the first competitor wins or (2) the second competitor wins. If the competitors tie, the bet will be refunded.

### *Top “X”*

Betting that a competitor will finish in the top “X” positions.

### *Yes/No*

Betting on whether an event will happen.

## RUGBY

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### *Money Line – Head-to-Head*

Betting on the winner of the match. Two outcomes are offered: (1) the home team wins or (2) the away team wins the match. The outcome is based on the result obtained after regular time plus any overtime.

### *Three-way Money Line – Half/Match*

Betting on the outcome of the first half or match. Three outcomes are offered: (1) the home team wins, (X) the teams tie, or (2) the away team wins.

### *Head-to-Head Handicap – Half/Match*

Betting on which team will win the first half or match by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the home team.

### *Three-way Money Line – Rest of the Match*

Betting on the match outcome without considering any goals scored before the bet was placed. The score at the time the bet is accepted will be indicated in the bet. Three outcomes are offered: (1) the home team wins, (X) the teams tie, or (2) the away team wins.

### *Three-way Money Line – Rest of the Half*

Betting on which team will win the rest of a indicated half. Three outcomes are offered: (1) the home team

wins, (X) the teams tie, or (2) the away team wins.

*Three-way Money Line + Over/Under*

Betting on the result of the match ([1] home team wins, [X] tie, or [2] away team wins) and that the number of goals scored will be higher (Over) or lower (Under) the spread. Six outcomes are offered: 1 + Over, X + Over, 2 + Over, 1 + Under, X + Under and 2 + Under.

*Over/Under – Half/Match*

Betting that the total number of points scored during the indicated half or match will be higher (Over) or lower (Under) than the spread.

*Odd/Even – Half/Match*

Betting that the number of points scored during the first half or match will be odd or even. The results at the end of the regular playing time are valid for the betting purposes. If the match ends 0-0, the winning selection will be even.

*Half with the Highest Score*

Betting that more points will be scored in the indicated half. Three outcomes are offered: (1) first half, (X) same in both halves, or (2) second half.

*European Handicap*

Betting on which team will win by deducting the spread from the result. If negative, the handicap is deducted from the home team. If positive, the handicap is deducted from the away team. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

*Winning/No Winner*

Betting that the competitor will win or lose the competition.

*Top “X”*

Betting on a selected competitor ending in the Top “X” positions.

*Yes/No*

Betting on whether an event will happen.

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## **SOCCER**

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*Three-way Money Line – Half/Game*

Betting on the outcome of the indicated half or game. Three outcomes are offered: (1) the home team will win, (X) the teams will tie, or (2) the away team will win.

*Double Chance (DC) – Half/Game*

Betting on the outcome of the indicated half or game. Three outcomes are offered: (1X) the home team will not lose, (X2) the away team will not lose, (12) the teams will not tie.

*Goal Goal/No Goal (GG/NG) – Half/Game*

Betting on whether the teams will score during the indicated half or game. Two outcomes are offered: (GG) both teams will score at least one goal or (NG) one or neither of the two teams will score.

*Draw No Bet – Two-way Money Line – Half/Game*

Betting on which team will win the indicated half or game. If the game ends in a tie the bet will be refunded.

*Three-way Money Line – Rest of the 1st Half/Game/OT*

Betting on the outcome of the first half, game, or overtime without considering any goals scored before the bet was placed. The score at the time the bet is accepted will be indicated in the bet. There are three possible outcomes: (1) the home team wins, (X) the teams tie, or (2) the away team wins.

*Next Goal – 1st Half/Game/OT*

Betting on which team will score the next goal of the first half, game, or overtime. Three outcomes are offered: (1) the home team scores the next goal, (2) the away team scores the next goal, or (No Goal) no other goals are scored.

*Over/Under – Half/Game/OT*

Betting that the total number of goals scored during the indicated half, game, or overtime will be higher (Over) or lower (Under) than the spread.

*Over/Under – Home/Away – Half/Game*

Betting that the total number of goals scored by the home or away team during the indicated half, game, or overtime will be higher (Over) or lower (Under) than the spread.

*European Totals – Half/Game*

Betting that the total number of goals scored during the indicated half or game will be higher (Over), lower (Under), or equal (Exact) to the spread.

*Three-way Money Line Handicap – Half/Game*

Betting on the outcome of the indicated half or game by adding/deducting the spread to/from the result. The handicap, positive and negative, is always associated with the home team.

*Asian Handicap – Half/ Game*

Betting on the outcome of the indicated half or game by adding/deducting the spread to/from the result. If positive, the handicap is deducted from the away team. If negative, the handicap is deducted from the home team.

*Asian Over/Under– Half/Game*

Betting that the total number of goals scored during the indicated half or game will be higher (Over) or lower (Under) than the Asian spread.

*Even/Odd – Half/Game*

Betting that the number of goals scored during the indicated half or game will be even or odd. If the game

ends 0-0, the winning selection will be even.

*Even/Odd – Home/Away*

Betting that the number of goals scored during the game by the home or away team will be even or odd. If the selected team does not score any goals, the winning selection will be even.

*Home No Bet (HNB) – Half/Game*

Betting that the away team will win or tie the indicated half or game. If the game is won by the home team, the bet will be refunded.

*Away No Bet (ANB) – Half/Game*

Betting that the home team will win the indicated half or game. If the game is won by the away team, the bet will be refunded.

*Correct Score – Game/Half*

Betting on the exact score at the end of the indicated half or game. For bets on the half, only goals scored during that half will be considered.

*Multiple Correct Score*

Betting on the exact score at the end of regular time by choosing from the listed outcomes.

*First Half/Final*

Betting on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the first half and the game. Nine outcomes are offered: 1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X, or 2/2.

*Half with the Highest Score*

Betting that more goals will be scored in the indicated half. Three outcomes are offered: (1) 1st half, (X) same in both halves, or (2) 2nd half.

*Half of First Goal*

Betting on in which half the first goal will be scored. Three outcomes are offered: (1) 1st half, (X) no goals, or (2) 2nd half.

*Half with the Highest Score – Home/Away*

Betting that more goals will be scored by the home or away team in the indicated half. Three outcomes are offered: (1) 1st half, (X) same in both halves, or (2) 2nd half.

*Home/Away Team Wins by Zero*

Betting that the home or away team will win without getting a goal from their opponent. Three outcomes are offered: (1) the home team will win the game without conceding a goal, (NO) neither team will win without conceding a goal, or (2) the away team will either not win the game or win the game by at least one goal.

*Home/Away Team Wins by Zero – Half*

Betting that the home or away team will lead the indicated half without getting a goal. Two outcomes are

offered: (Yes) the team will lead without conceding a goal or (No) the team will not lead the first half or will win by at least one goal.

#### *Home/Away Team Wins One/Both Halves*

Betting that the home or away will win at least one half or both halves. Two outcomes are offered: Yes or No. The two halves must be considered independently.

#### *Home/Away Team Scores in Both Halves*

Betting on the home or away team scoring in both halves. Two outcomes are offered: Yes or No.

#### *Winning Margin – Home/Away*

Betting on the difference in points between the two teams at the end of the game by choosing among alternatives. If the game ends in a tie, the bet will be considered lost.

#### *Goal Difference*

Betting on the difference in goals scored between the two teams at the end of regular time. Six outcomes are offered: 0, 0-0, 1, 2, 3 and 4 or more goals of difference.

#### *Exact Goals*

Betting on the exact number of goals scored during the game. Six outcomes are offered: 1, 2, 3, 4, 5, or 6 or more.

#### *Exact Goals – Half*

Betting on the number of goals scored during the indicated half. Three outcomes are offered: 0, 1, or 2 or more.

#### *Home/Away Team Goals*

Betting on the number of goals scored by the home or away team. Four outcomes are offered: 0, 1, 2, or 3 or more.

#### *Total Number of Goals*

Betting on the total number of goals scored during the game according to the range. Four ranges are offered: 0-1, 2-3, 4-5, or 6 or more goals.

#### *First/Last Team to Score*

Betting that the team will score the first or last goal of the game. Three outcomes are offered: (1) the home team, (No Goal) no goals will be scored, or (2) the away team.

#### *First Team to Score – No Bet*

Betting on the team scoring the 1st goal of the game. Two outcomes are offered: (1) the home team or (2) the away team. If neither team scores, the bet will be refunded.

#### *Minute of the First Goal*

Betting that the first goal of the game will be scored during the indicated 10-minute or 15-minute range. Nine outcomes are offered for the 10-minute ranges: 1-10, 11-20, 21-30, 31-40, 41-50, 51-60, 61-70, 71-

80, or 81-90. Six outcomes are offered for the 15-minute ranges: 1-15, 16-30, 31-45, 46-60, 61-75, or 76-90.

#### *Goal in the First "X" Minutes*

Betting that one goal will be scored in the first "X" minutes of the game. Two outcomes are offered: Yes or No.

#### *Multi-goal*

Betting that the number of goals scored during the game will fall within the indicated range. Seventeen ranges are offered between 1 and 7 goals. If no goals are scored, the bet will be considered lost.

#### *Multi-goal – Half*

Betting that the number of goals scored during the indicated half will fall within the indicated range. Three ranges are offered: 1-2, 1-3, or 2-3. If no goals or 4 goals or more are scored, the bet will be considered lost.

#### *Multi-goal – Home/Away*

Betting on the number of goals scored during the game by the home or away team according to the multiple ranges offered. Three ranges are offered between 1 and 3 goals. If no goals or 4 or more goals are scored, the bet will be considered lost.

#### *2/3 Goals Race*

Betting that the team will score 2 or 3 goals first. Three outcomes are offered: home team, neither, away team.

#### *Leader After 3 Goals*

Betting that the team will lead after the 3rd goal is scored. Three outcomes are offered: team 1, neither, team 2. The selection "neither" will win if neither team scores 3 goals during regular time.

#### *1st Goal Method*

Betting on the way the 1st goal of the game will be scored. Six outcomes are offered: shot, head, penalty, free kick, own goal, and no goals scored. A free kick means the goal made by a direct shot on a free kick. Indirect free kicks and corner kicks are considered as a "shot" for the purposes of the bet.

#### *At Least One Goal in Both Halves*

Betting that there will be one or more goals in each half.

#### *Both Halves Over/Under 1.5*

Betting that there will be at least two goals scored or less than two goals scored in both halves. Two outcomes are offered: Yes or No. The two halves must be considered independently.

#### *Corner Kicks Total – Over/Under*

Betting that the total number of corner kicks taken during the game will be higher (Over) or lower (Under) than the spread.



*Corner Kicks Total – Odd/Even – Half/Game*

Betting that the total number of corner kicks taken during the first half or game will be odd or even.

*Corner Kicks – Correct Score*

Betting on the exact score of the corner kicks at the end of the game.

*Corner Kicks Total*

Betting on the number of corner kicks that will be taken during the game. Three ranges are offered: 0-8, 9-11, or 12 or more.

*Corner Kicks Total – Half*

Betting on the number of corner kicks that will be taken during the first half. Three ranges are offered: 0-4, 5-6, or 7 or more.

*Corner Kicks Total – Home/Away*

Betting on the number of corner kicks that will be taken by the home or away team during the game. Four ranges are offered: 0-2, 3-4, 5-6, 7 or more.

**Soccer Bookings Card**

**General Rules:** The outcome of the bets on bookings will be determined by the cards assigned during the 90 minutes of regular game plus possible injury time. Any card assigned after the end of the game will be ignored for the purpose of the bet. The cards assigned to those who are not included in the squad of field players (e.g. coaches, players on the bench or players already replaced) will not be taken into account in the calculation of the result. The yellow card is worth 1, and the red card is worth 2. Any second yellow cards will be ignored for betting purposes. When a player is sent off for a second yellow card, 3 points are considered maximum (yellow + red).

*Three-way Money Line – Game Bookings – Half/Game*

Betting that the team will be assigned more cards during the first half or game. Three outcomes are offered: (1) the home team, (X) the teams will tie, or (2) the away team.

*Total Number of Bookings – Over/Under*

Betting that the number of cards assigned will be higher (Over) or lower (Under) than the spread.

*Exact Bookings*

Betting on the exact number of cards assigned during the game. Ten ranges are offered: 0-3, 4, 5, 6, 7, 8, 9, 10, 11, or 12 or more.

*First/Last Booking – Half/Game*

Betting that the team will be assigned the first or last card during the first half or the game. Three outcomes are offered: the home team, the away tea, or none. If a card is assigned to both teams at the same time, the bet will be refunded.

*Bookings – Odd/Even*

Betting that the total number of cards assigned during the game will be odd or even.

### *Expulsion – Half/Game*

Betting that at least one red card will be assigned during the first half or game. Two outcomes are offered: Yes or No.

### *Player Sent Off – Home/Away – Half/Game*

Betting that at least one red card will be assigned to the home or away team during the first half or game. Two outcomes are offered: Yes or No.

## **Soccer Penalties**

**General Rules:** The outcome of bets on penalties will be determined by penalty kicks assigned during regular time. Overtime will not be considered. Unless otherwise specified, if no penalties are assigned, the bet will be considered lost.

### *Penalty*

Betting that at least one penalty kick will be assigned during the game. Two outcomes are offered: Yes or No.

### *Penalty Score – Yes/No*

Betting that a penalty, if assigned, will result in a goal.

### *Winning by Penalties*

Betting on whether the game will end with penalty kicks.

### *Three-way Money Line + Over/Under + GG/NG*

Betting on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the game, that the number of goals scored will be higher (Over) or lower (Under) than the spread, and if both teams will score a goal (GG) or at least one team will not score a goal (NG). Six outcomes are offered: 1 + Under + NG, X + Under + NG, 2 + Under + NG, 1 + Over + NG, 1 + Over + GG, X + Over + GG, 2 + Over + NG, or 2 + Over + GG.

### *Three-way Money Line + First Goal (FG) + Three-way Money Line 1st Half (FH):*

Betting on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the game, who will make the first goal ([1] the home team, [NG] no goals will be scored, or [2] the away team), and on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the first half. Nineteen outcomes are offered: 1+1FG+1HT, 1+1FG+XHT, 1+1FG+2HT, 1+2FG+1HT, 1+2FG+XHT, 1+2FG+2HT, X+1FG+1HT, X+1FG+XHT, X+1FG+2HT, X+2FG+1HT, X+2FG+XHT, X+2FG+2HT, 2+1FG+1HT, 2+1FG+XHT, 2+1FG+2HT, 2+2FG+1HT, 2+2FG+XHT, 2+2FG+2HT, or X+NG+XHT.

### *Three-way Money Line or GG/NG*

Betting that at least one of two bet options will win: the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the game or if both teams will score a goal (GG) or at least one team will not score a goal (NG). Six outcomes are offered: 1 or GG, 1 or NG, X or GG, X or NG, 2 or GG, or 2 or NG.

### *Three-way Money Line or Over/Under*

Betting that at least one of two bet options will win: the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the game or that the number of goals scored will be higher (Over) or lower (Under) than the

spread. Six outcomes are offered: 1 or Over, 1 or Under, X or Over, X or Under, 2 or Over, or 2 or Under.

#### *GG/NG or Over/Under*

Betting that at least one of two bet options will win: if both teams will score a goal (GG) or at least one team will not score a goal (NG) or that the number of goals scored will be higher (Over) or lower (Under) than the spread. Three outcomes are offered: GG or Over, NG or Over, or NG or Under.

### **Soccer Specials**

#### *First Goal – Player*

Betting that the player will be the first to score in their game on the indicated day. The players considered can belong to teams that are not facing each other. The time of the goal will be determined chronologically from the kickoff of each game. If two players score at the same time (considering only the minute a goal was scored), the bet will be refunded. If a player does not play from the start, bets influenced by the event may be refunded.

#### *First Goal – Team*

Betting that the team will be the first to score in their game on the indicated day. The teams considered may not be facing each other. The time of the goal will be determined chronologically from the kickoff of each game. If two teams score at the same time (considering only the minute a goal was scored), the bet will be refunded. If a game is postponed, bets influenced by the event may be refunded.

#### *Most Goals – Player*

Betting that the player will score the most goals on the indicated day. If two or more players score the same number of goals, the bet will be refunded. If a player does not play from the start, bets influenced by the event may be refunded.

#### *Most Goals – Team*

Betting that the team will score the most goals on the indicated day. If two or more teams score the same number of goals, the bet will be refunded. If a game is postponed, bets influenced by the event may be refunded. This bet type will be closed at the start of the first scheduled game and may be reopened later with recalculated shares based on the finished games. If reopened, the outcome will continue to depend on all the games played in the indicated round.

#### *Grand Salami – Over/Under*

Betting that the number of goals scored in the indicated round of a competition will be higher (Over) or lower (Under) the spread. This bet type will be closed at the start of the first scheduled game and may be reopened later with recalculated spreads and shares based on the finished games. If reopened, the outcome will continue to depend on the total number of goals scored in the indicated round.

#### *Grand Salami – Total Goals*

Betting on the exact number of goals scored in the indicated round of a competition. This bet type will be closed at the beginning of the first scheduled game and may be reopened later with recalculated shares based on the finished games. If reopened, the outcome will continue to depend on the total number of goals scored in the indicated round.

### *Draws*

Betting that the team will draw the indicated game of a tournament. Changes following the official drawing ceremony will not be considered.

### *Summoned*

Betting on whether a player will be summoned in a specific international competition. The outcome will be based on the final list published on the official competition website. Bets placed after news is released that can significantly influence the outcome may be refunded.

### *Transfer Market*

Betting on the transfer market, including: whether a certain coach will be sacked; who will be the next coach of the indicated team; what will be the next team of an indicated coach; which team will the indicated player play for; and whether the indicated player will change teams. The final date on which the event can take place will be listed. The outcome will be based on the official website of the first team to disclose the news.

### *Individual Team Specials*

Betting on individual teams related to a specific competition, including: Over/Under goals scored/conceded; number of defeats conceded; unbeaten; and by which opponent a certain team will be defeated first. The outcome will be based on the official competition or team website.

### *Best Player of the Game*

Betting that the player will be designated the best of the game by the official organizer of the competition. If the player does not take the field, the bet will be refunded.

### *Booked Player (Yellow)/Player Sent Off (Red)*

Betting that the player will be assigned a yellow or red card during regular time. If the player does not take the field, the bet will be refunded.

### *First Booked Player*

Betting that the player will be the first to be assigned a yellow card. If the player takes the field after the first yellow card has already been assigned, the bet will be refunded. If two or more players are assigned a card at the same time, the bet will be refunded.

## **Soccer Player Props**

### *Anytime Goal Scorer*

Betting that the player will score at least one goal. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score any goals, the bet will be lost.

### *Two or More Goals*

Betting that the selected player will score at least two goals. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score at least two goals, the bet will be lost.

### *Three or More Goals*

Betting that the player will score at least three goals. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score at least three goals, the bet will be lost.

### *Three-way Money Line – Scorers*

Betting on which of two players will score the most goals during the game. Three outcomes are offered: (1) the first player will score more goals, (X) the players will score the same number of goals, and (2) the second player will score more goals. If a player does not take the field or takes the field after the kick-off, the bet will be refunded.

### *First Goal Scorer*

Betting that the player will score the first goal of the game. If the player does not take the field or takes the field after the first goal of the game, the bet will be refunded. If the selected player the field but does not score any goals, the bet will be considered lost, even if the player was replaced before the first goal was scored.

### *Last Goal Scorer*

Betting that the player will score the last goal of the game. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score the last goal, the bet will be considered lost, even if they are replaced or expelled before the last goal is scored.

### *Scorer – Half*

Betting that the player will score at least one goal during the indicated half. If the player does not take the field in the indicated half, the bet will be refunded. If the player takes the field but does not score a goal, the bet will be considered lost. All bets are considered valid only if the indicated half is completed. If the game is suspended during the indicated half and not completed by midnight on the scheduled day, the bet will be refunded.

### *Anytime Goal Scorer – Yes/No*

Betting on whether the player will score during the game. Two outcomes are offered: yes or no. The bet is valid only if the player takes the field from the first minute. If the player does not take part in the game or takes the field after the kick-off, the bet will be refunded.

### *Three-way Money Line + First Goal Scorer*

Betting on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the game and on which player will score the first goal. If the player does not take the field or takes the field after the first goal is scored, the bet will be refunded. If the player takes the field but does not score a goals, the bet will be considered lost, even if the player is replaced before the first goal was scored.

### *Three-way Money Line + Last Goal Scorer*

Betting on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the game and on which player will score the last goal. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score a goals, the bet will be considered lost, even if the player is replaced before the last goal was scored.

*Three-way Money Line + Anytime Goal Scorer*

Betting on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the game and on which player will score a goal. If the player does not take the field, the bet will be refunded.

*Three-way Money Line + Goal Scorer – 1st Half*

Betting on the outcome ([1] home team wins, [X] tie, or [2] away team wins) of the first half and on which player will score a goal during the first half. If the player does not take the field in the first half, the bet will be refunded.

*GG/NG + Anytime Goal Scorer*

Betting that both teams will score (GG) or at least one teams will not score (NG) during the game and on which player will score a goal. If the player does not take the field, the bet will be refunded.

*Penalty Shoot-Out Score*

Betting that the player will score during a penalty shoot-out. If the player does not take the field or is replaced before the end of overtime, the bet will be refunded. If the player is among the starting line-up but does not take part in a penalty shoot-out, the bet will be considered lost. If the game ends before a penalty shoot-out, the bet will be refunded.

*Correct Score + First Goal Scorer*

Betting on the exact score of the game and on which player will score the first goal. If the player does not take the field or takes the field after the first goal has already happened, the bet will be refunded. If the player takes the field but does not score any goals, the bet will be considered lost, even if the player is replaced before the first goal was scored.

*Correct Score + Last Goal Scorer*

Betting on the exact score of the game and on which player will score the last goal. If the player does not take the field, the bet will be refunded. If the player takes the field but does not score a goal, the bet will be considered lost, even if the player is replaced before the last goal was scored.

*Correct Score + Anytime Goal Scorer*

Betting on the exact score of the game and on which player will score a goal. If the player does not take the field, the bet will be refunded.

*Anytime Goal Scorer + Their Team Wins*

Betting that the player will score at least one goal and whether their team will win. If the player does not take the field, the bet will be refunded. If the player takes the field, the bet will be valid.

*Team Goal Scorer – First/Last*

Betting that the player will score the first or last goal for their team. If the player does not take the field, the bet will be refunded. For the first goal: if the player takes the field after the first goal, the bet will be refunded. If the player takes the field but does not score a goal, the bet will be considered lost, even if the player is replaced or expelled before the first goal is scored. For the last goal: if the player is replaced or expelled before the last goal is scored, the bet will be considered lost.

## **Soccer Game Specials**

### *Kick-off*

Betting on which team will take the kick-off.

### *Three-way Money Line – Ball Possession*

Betting on which team will get the highest percentage of ball possession at the end of the game, including overtime. Three outcomes are offered: (1) the home team will have the highest percentage, (X) the teams will tie, or (2) the away team will have the highest percentage.

### *Three-way Money Line – Total Shots*

Betting on which team will take the most shots, both on goal and out of the goal, during the game, including overtime. Three outcomes are offered: (1) the home team will take more shots, (X) the teams will tie, or (2) the away team will take more shots.

### *Three-way Money Line – Shots on Goal*

Betting on which team will make the most shots on goal during the game, including overtime. Three outcomes are offered: (1) the home team will take more shots, (X) the teams will tie, or (2) the away team will take more shots.

### *Over/Under – Shots on Goal – Team/Player*

Betting that the total number of shots on goal made by the indicated team or player during the game, including overtime, will be higher (Over) or lower (Under) than the spread. Penalties made after regular time will not be considered.

### *Three-way Money Line – Offside*

Betting on which team will take the most offsides during the game. Three outcomes are offered: (1) the home team will take more offsides, (X) the teams will tie, or (2) the away team will take more offsides.

### *Odd/Even – Offside*

Betting that the number of offsides taken during the game will be odd or even.

### *Three-way Money Line – Fouls Made*

Betting on which team will have the most fouls during the game, including overtime. Three outcomes are offered: (1) the home team will make more fouls, (X) the teams will tie, or (2) the away team will make more fouls.

### *Over/Under – Fouls Made*

Betting on whether the total number of fouls made during the game, including overtime, will be higher (Over) or lower (Under) than the spread.

### *Odd/Even – Fouls Made*

Betting on whether the total number of fouls made will be odd or even.

### *Over/Under – Fouls Made – Player*

Betting that the total number of fouls made by the selected player during the game, including overtime,

will be higher (Over) or lower (Under) than the spread.

*Three-way Money Line – Fouls Endured*

Betting on which team will endure the most fouls during the game. Three outcomes are offered: (1) the home team will endure more fouls, (X) The teams will tie, or (2) the away team will endure more fouls.

*Three-way Money Line – Goalposts and Crossbars Hit*

Betting on which team will hit the most goalposts and crossbars during the game. Three outcomes are offered: (1) the home team will hit the most, (X) the teams will tie, or (2) the away team will hit the most.

*Three-way Money Line – Assist*

Betting on which team will perform the most assists. Three outcomes are offered: (1) the home team will perform more assists, (X) the teams will tie, or (2) the away team will perform more assists.

*Winning Method*

Betting on the method by which the home or away team will win. Four outcomes are offered: the home team wins in overtime, the away team wins in overtime, the home team wins at penalty shootout, or the away team wins at penalty shootout. If the game ends in regular time, the bet will be considered lost.

*Injury Time – Half*

Betting on the injury time assigned in the indicated half. Only the injury time indicated by the fourth official with the electronic display will be considered. Minutes not reported will not be considered.

*Player Out/Player In – Substitution – Starting Line-up*

Betting on the exact player change couples. The selections are structured so that the first player is the one who leaves the field while the second player is the one who enters. The bet will be closed one hour before the start of the game, and only the bets on the starting line-up players are valid. If the player is not registered in the starting line-up, the bets that list them as the first player will be refunded.

*Over/Under – Substitutions*

Betting that the number of player changes during regular time will be higher (Over) or lower (Under) than the spread.

*Over/Under – Substitutions – Home/Away*

Betting that the number of changes made by the home or away team during regular time will be higher (Over) or lower (Under) than the spread.

*First Substitution*

Betting on which team will make the first player change during the game. Four outcomes are offered: home, away, no substitution, or both teams at the same time.

*First Substituted – Player*

Betting on which player will be changed first during the game. If the player does not take the field from the start, the bet will be refunded. If two players are replaced at the same time, the bet will be refunded.



#### *First Reserve on the Field*

Betting on the first reserve player taking the field. If the player takes the field from the start, the bet will be refunded. In all other cases, the bet will be considered lost.

#### *Goals Injury Time*

Betting on whether a goal will be scored during the injury time one of the two teams. If no injury time is assigned by the referee, the bet will be refunded. Overtime is not included.

#### *Video Assistant Referee (VAR) – Yes/No*

Betting on whether the Video Assistant Referee (VAR) will be consulted by the referee. For the purposes of this bet, consulted means that the referee will personally review the action on the field side monitor. If the referee does not use the VAR or limits its use through the earphone device, the winning result will be no. The outcome will be based on official data issued by the event organizer and the associated video source.

### **Soccer Futures**

**General Rules:** Ante-post bets are based on the result achieved at the end of a whole competition (e.g., championships or cups) or a specific phase (e.g., turn or qualification). All ante-post bets will be paid after the end of the related competition or phase. If there is a tie, the bet will be refunded, unless otherwise specified in the individual bet types.

Decisions made before or during a competition will be considered for the evaluation of the outcome of the bet (e.g., penalties or disqualifications). If the decisions are made after the end of the competition, they will not be considered. For ante-post concerning a specific event/phase of a competition, the decisions made after the end of the event/phase will not be considered.

In ante-post markets concerning events such as goals, cards or corner kicks, overtime will be considered. The final penalty shootouts will not be considered.

#### *Winning/Non-Winning*

Betting that the team or player will win or lose the competition.

#### *Top 3/Top 4*

Betting that the team or player will rank among the top three or four.

#### *Last Ranking/Last Two*

Betting that the team or player will rank last or in the last two positions.

#### *Exactly Second/Third/Fourth*

Betting that the team or player will rank exactly in the 1st, 2nd, or 3rd position.

#### *Reach Finals/Semi-finals/Quarter-finals*

Betting that the team or player will rank for the finals, semi-finals or quarter- finals.

#### *Podium/No Podium*

Betting that the team or player will or will not finish with a podium position (1st, 2nd, and 3rd) .

*Qualified/ Not Qualified*

Betting that the team will or will not qualify for the next phase of the competition.

*Next Round Pass*

Betting on which team of two will qualify for the next phase of the competition.

*Next Round Pass – First Two*

Betting on exactly which team will qualify for the next phase of the competition.

*Next Round Pass – First Two in Order*

Betting on the exact order (1st and 2nd position) of the two teams qualifying for the next phase of the competition.

*Finalist Teams*

Betting on which teams will play the final game of the competition.

*Elimination Phase*

Betting on which phase of the competition the team will be eliminated in.

*Winning Group/Continent*

Betting on the group or continent that the winning team belongs to.

*First Time Winner*

Betting on whether it will be the first win in history for the winner of the competition.

*Head-to-head – Teams*

Betting on which of two teams will get the best position at the end of the competition considering real points plus the handicap. If the two teams have collected the same number of points, the winner will be determined according to the rankings of the Football League in the relevant country. If that is not possible, the bet will be refunded. If it is for a competition like the World Cup or the European Championships, the elimination phase will be considered.

*Three-way Money Line – Scorers*

Betting on which of two players will score the highest number of goals or the same number of goals during the competition, considering the handicap. Goals scored in other competitions will not be considered. If a player changes teams, the bets will remain valid if the new team belongs to the same league as the previous one. If the new team is in a different league, the bet will be refunded. If a player does not take the field, the bet will be refunded.

*Top Scorer – Competition*

Betting on whether a player will be the best scorer at the end of the competition. Goals scored in other competitions will not be considered. If the player changes teams or leagues during the season, the bet will remain valid. If the top scorer is not included among the offered players, the winning selection will be "Other." If the option "Other" is not offered, the bet will be considered lost. If the player takes the field once in the league they belong to, the bet will be valid. If the player does not take the field, the bet will be

refunded.

#### *Top Scorer – Team*

Betting on whether the player will be the top scorer of their team at the end of the competition. Goals scored in other competitions will not be considered. If the player changes teams or leagues during the season, the bet will be refunded. If the top scorer is not included among the offered players, the winning selection will be "Other." If the option "Other" is not offered, the bet will be considered lost.

#### *Winner & Top Scorer*

Betting that the team will win the competition and the top scorer.

#### *Top Scorer of a Championship in a Nations Competition*

Betting on whether the player will be the top scorer in the selected league. If the player moves to another league, the change will not be considered; they will refer to the league of the past season.

#### *Over/Under – Points*

Betting that the total number of points scored by the team at the end of the indicated competition will be higher (Over) or lower (Under) than the spread. Points scored in other competitions will not be considered.

#### *Promotions*

Betting that the team will be promoted to the upper series of the league it belongs to. Bets will be paid after the conclusion of the playoffs. Disciplinary decisions made before or during the playoffs will be considered to evaluate the outcome. Decisions made after the conclusion of the playoffs will not be considered.

#### *Relegations*

Betting that the team will be relegated to the lower series of the league it belongs to. Bets will be paid after the official conclusion of the playoffs. Disciplinary decisions made before or during the playoffs will be considered to evaluate the outcome. Decisions made after the conclusion of the playoffs will not be considered.

#### *Best Team*

Betting that the team will get the best place at the end of the competition. The winner will be determined by the official rankings of the Football League of the relevant country. If it is for a competition like the World Cup or the European Championships, the elimination phase will be considered. If the two best teams are both eliminated in the quarter-finals, the bet will be refunded. If the best teams are eliminated in the group stage, the points in the ranking will be considered, and if they are still tied, the goal difference and at last the number of goals scored will be considered. If the teams are still tied, the bet will be refunded.

#### *Over/Under – Scorer – Competition*

Betting that the total goals scored by the player will be higher (Over) or lower (Under) than the spread. If the player takes the field in at least 50% of the games of the competition, the bet will be valid. If the player takes the field for less than 50% of the games, the bet will be refunded. If the player moves to a different

league, the bet will be refunded.

#### *Best Continent Team*

Betting on which team of the indicated continent will have the best position at the end of the competition. If the best teams are eliminated in the same phase, the bet will be refunded. If all teams are eliminated in the group stage, the points in the ranking will be considered, and if they are still tied, the goal difference and at last the number of goals scored will be considered. If the teams are still tied, the bet will be refunded.

#### *Special Prizes*

Betting that the player will be appointed as best in category. If the player does not take part in the competition, the bet will be refunded.

#### *Winner with Handicap*

Betting on the winner of the competition by adding/deducting the spread to/from the result.

#### *Treble – Yes/No*

Betting on whether the team will win a treble in the current season. A treble requires the team to win their national championship, the UEFA Champions League, and their national cup. In nations where more cups are played, the national cup will be valid and the league cup will be invalid.

#### *Best Scorer – Player*

Betting that the player will score more goals compared to the other players in the ranking at the end of the related competition. The outcome will be based on the official rankings of the Football League of the selected country. If there is a tie at the end of the competition, the winners' share will be divided by the number of competitors tied for first. If the player does not participate in the entire competition, the bet will be refunded. If the player is sold to a team in a different league before having played in a game, the bet will be refunded. If the player is sold to a team participating in the same competition, the bet will remain valid.

#### *Best Attack – Team*

Betting that the team will score the most goals in a single event. If there is a tie, the team with the highest rank will be considered the winner.

#### *Best Defense – Team*

Betting that the team will concede the least number of goals in a single event. If there is a tie, the team with the highest rank will be considered the winner.

### **Soccer Futures Specials**

#### *Winning/No Winner*

Betting on the competitor winning or losing the competition.

#### *1st and 2nd Place*

Betting that two competitors will finish in 1st and 2nd position in the competition in the exact order.

### *Podium*

Betting that the competitor will finish with a podium position (1st, 2nd, and 3rd).

### *Money Line – Head-to-Head*

Betting on the winner of the event. Two outcomes are offered: (1) the home competitor wins or (2) the away competitor wins. If the competitors tie, the bet will be refunded.

### *Top “X”*

Betting that the competitor will finish in one of the top “X” positions.

### *Yes/No*

Betting on whether an event will happen.

## **TENNIS**

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### *Money Line – Head-to-Head*

Betting on the winner of the match. Two outcomes are offered: (1) the first player wins or (2) the second player wins. If a player retires before the first set is completed, the bet will be refunded. If a player retires after completing the first set, their opponent will be considered the winner.

### *“X” Set – Head-to-Head*

Betting on the winner of the “X” set of the match. Two outcomes are offered: (1) the first player wins or (2) the second player wins. If a player retires before the “X” set is completed, the bet will be refunded. If a player retires later, the bets will remain valid.

### *Set Betting*

Betting on the exact score of the match in terms of sets won by each player. If a player retires during the match, the bet will be refunded.

### *Over/Under – Games*

Betting that the total number of games played in the match will be higher (Over) or lower (Under) than the spread. If there is a tie-break, it will be considered a game. If the match is not completed, the bet will be refunded, except in cases where the score has already exceeded the spread or it would have exceeded if the match had been continued.

### *Handicap – Games*

Betting on the winner of the match by adding/deducting the spread to/from the final result. The handicap, positive and negative, is associated with the home player. If a player retires or is disqualified, the bet will be considered won if the spread has already been exceeded or it would have been exceeded if the match continued.

### *Odd/Even*

Betting that the total number of games played during the match will be odd or even. If a player withdraws during the match, the bet will be refunded. If there is a tie-break, it will be considered a game. If there is a

super tie-break, each point scored will be considered a game.

*Set "X" Game "Y" – Odd/Even*

Betting that the total number of points scored during the selected game will be odd or even.

*Played Sets*

Betting on the total number of sets played.

*1st/2nd Player Wins 1st Set and Loses Match*

Betting that the first or second player will win the first set but lose the match. Two outcomes are offered: Yes or No.

*1st/2nd Player Wins 1st Set and Wins Match*

Betting that the first or second player will win both the first set and the match. Two outcomes are offered: Yes or No.

*Sets Won – Player*

Betting on the total number of sets won by the first or second player.

*Tie-Break – Yes/No – 1st Set*

Betting on whether during the first set will be decided by a tie-break. Two outcomes are offered: Yes or No. If the first set is not completed, the bet will be refunded.

*Tie-Break – Yes/No – Match*

Betting on whether there will be a tie-break during the match. Two outcomes are offered: Yes or No. If the match is not completed, the bet will be refunded.

*Total Games – 1st Set*

Betting that the total number of games played during the first set will be higher (Over) or lower (Under) than the spread. If there is a tie-break, it will be considered a game. If the first set is not completed, the bet will be refunded except in cases where the score has already exceeded the spread. If a player retires later, the bets will remain valid.

*Head-to-Head + Over/Under*

Betting on the result of the match ([1] the first player wins or [2] the second player wins) and that the number of completed games will be higher (Over) or lower (Under) than the spread. Four outcomes are offered: 1 + Over, 1 + Under, 2 + Over, or 2 + Under. If the match is not completed, the bet will be refunded, except in cases where the score has already exceeded the spread or it would have exceeded if the match had been continued.

*Winning 1st Set and Winning Match*

Betting on the winner of the first set and the winner of the match. If a player retires during the match (even after the end of the first set), the bet will be refunded.

*Set "X" Game "Y"*

Betting on the winner of the selected game. Two outcomes are offered: (1) the first player wins or (2) the second player wins.

*Set "X" Game "Y" – Result*

Betting on the exact score of the game in terms of the points scored by each player.

*Set "X" Game "Y" – Advantages*

Betting on whether the set will end with advantages.

*Set "X" Game "Y" – Points*

Betting that the total number of points scored during the game will be higher (Over) or lower (Under) than the spread.

*Set "X" Game "Y" – Handicap Points*

Betting on the winner of the game by adding/deducting the spread to/from the final score of the game. The handicap, both positive and negative, is always associated with the home player. There are two possible handicaps: +2.5 and -2.5.

*Set "X" – Handicap*

Betting on the winner of the set by adding/deducting the spread to/from the final score of the set. The handicap, positive and negative, is always associated with the home player. There are two possible handicaps: +2.5 and -2.5.

*Set "N" Game "X" and Game "Y"*

Betting that the player will win both selected games during a specific set.

**Tennis Futures**

*Winner*

Betting that the player will win the competition or a particular phase of it. If any player with odds as winner equal to or less than 6 retires before the tournament starts, the bet may be refunded.

*Head-to-Head – Tournament*

Betting on which of two players will have the best position at the end of the competition. If the players have the same position, the set difference will be used to determine the winner. If the players have the same set difference, the bet will be refunded. If there is a walkover, the table result will be calculated. If a player retires during the match, a "virtual" score will be considered as if the match had ended regularly.

*Head-to-Head – Aces*

Betting on which of two players will realize more aces during the tournament. If the players make the same number of aces, the bet will be refunded. Aces performed during qualification steps will not be considered. The outcome will be based on the results published on the official competition website.

*ATP vs WTA Race in Relevant Tournaments*

Betting on which of two players will reach the most advanced phase in their relevant tournament. Three

outcomes are offered: (1) the first player reaches a more advanced phase, (X) the two players reach the same phase, or (2) the second player reaches a more advanced phase. If both players win their relevant tournaments, the winning outcome is X. If both players reach the final but only one of them wins the tournament, the last one will be considered the winner.

### *Head-to-Head Specials*

Betting on one of the following events:

- Which of two players will make more aces during the match. If there is a tie, the bet will be refunded.
- Which of two players will make the first break of the match.
- Whether there will be a tie-break during the match.

If a player retires, the bet will only be considered valid if the event already occurred. If the event has not occurred, the bet will be refunded.

### *Finalists*

Betting on the finalists in a tournament/competition. For the bet to be valid, the tournament must be completed. If it is not completed, the bet will be refunded.

### *Reaches the Final*

Betting that the player will reach the final. For the bets to be valid, the tournament must be completed. If the tournament is not completed, the bet will be refunded. If any player with odds as winner equal to or less than 6 retires before the tournament starts, the bet will be refunded.

### *Grand Slam Victories*

Betting on the exact number of Slams won in the indicated year. A Slam requires the player to win one of the following tournaments: Australian Open, Roland-Garros, Wimbledon, and US Open. If a player does not participate in all four Slams, the bet will be refunded. In all other cases the bets will be valid.