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1. Key terms and concepts

Key terms and concepts used by the betting company:

Bet	- an agreement between a customer and the betting company according to the established Terms and Conditions. The outcome of this agreement is dependent on an event and whether the event occurs. Bets are accepted under the conditions offered by the betting company.
Outcome	- the result of an event, and a unique listing in the Sportsbook, on which the bookmaker offers a bet.
Customer	- an individual aged 21 or over who takes part in gambling.
Sportsbook	- a list of events offered by the bookmaker, along with the outcomes and betting odds.
Canceled Bet	- a bet which is void for any reason stipulated by these Terms and Conditions, and which is settled with odds of 1.00. In accordance with these Terms and Conditions, in the event that a bet is canceled, the stake is refunded to the player.
Regular time	- the length of a match according to the competition rules for a particular sport, including time added by the referee. Regular time does not include extra time, overtime, penalty shootouts, and so on.

2. General Terms

1. The bookmaker accepts bets on sporting events and other events that take place internationally. Bets are accepted and winnings paid out once the bettor (customer) has presented a document confirming their identity (passport).
2. Bets are accepted from individuals aged 21 and over in accordance with these Terms and Conditions and the Terms and Conditions for accepting bets, stipulated by the bookmaker. The bookmaker may consider invalid any bets made in violation of these Terms and Conditions and the Terms and Conditions for accepting bets and paying out winnings. The bookmaker is not responsible in the event that bets are found by the bookmaker itself to have been made in violation of the Terms and Conditions, even if this is revealed after the fact.
3. If multi-accounting occurs on the MelBet website, the security service may block these accounts for up to 2 months and recalculate all winning bets made from them (registration may be completed for one IP address, one family, one email address, one payment method, one credit/debit card number, one eWallet, and one electronic payment method; individuals affiliated with a current user in any way may not register).
4. Conditions for accepting bets (odds, handicaps, totals, maximum bet limits, etc.) may be changed after any bet; however, the conditions for bets already placed remain unchanged. Customers should find out about any changes to the current sportsbook contents before placing a bet.
5. The bookmaker reserves the right to refuse to accept a bet from any individual without explanation.
6. In case of a staff error (misprints in the sportsbook, errors with the odds, etc.), deviation from these Terms and Conditions when accepting bets, or if bets are proven to be improper in any other way, MelBet reserves the right to declare bets made under these conditions invalid. In this case, bets are paid out with odds of 1.00.
7. If suspicions of match fixing arise, the company may block all bets on the sporting event in question until a final decision is made by an international organization, and may declare the bets invalid if it is established that an event was fixed. In this case, bets are paid out with odds of 1.00. The management team is not obliged to present bettors with its findings or evidence of match fixing.
8. In the event of a clear error in the odds, bets will be settled using the final results according to the market odds for the given outcome.
9. In the case of incorrectly settled bets (e.g. due to incorrectly recorded results), these bets will be recalculated. Bets placed between the incorrect calculation and recalculation are considered valid. If, after the recalculation, the player's balance is negative, they must make a deposit before they can place bets.
10. If the outcome of an event was known at the time a bet was placed on it, the bet is settled with odds of 1.00.
11. The "Simultaneous Finish" rule is an outcome where more than one participant of an event, tournament, championship, etc. is declared the winner. If two winners are announced, the total stake is divided by 2 when the bet is settled. If three or more winners are announced, all bets on this option are settled with odds of 1.00. This rule does not apply to "To be higher" bets.
12. If changes are made to these Terms and Conditions, bets accepted from the date of the changes onwards follow the new rules.
13. The bettor is responsible for keeping their username and password safe. All bets registered on the melbet.org website and bets placed in betting shops are valid. Bets can only be canceled on the basis of these Terms and Conditions and the Terms and Conditions for accepting bets and paying out winnings.
14. Connection failures and other technological faults in the customer's communications are not

grounds for canceling a bet if the bet has been registered on the server.

15. Any bet placed by the customer, along with the customer's agreement to place a bet with the bookmaker, is conclusive evidence that the customer is familiar with these Terms and Conditions and agrees with them.
16. Only event results announced by the bookmaker can serve as a basis for settling bets and calculating winnings. Claims regarding the results of an event will only be considered if they include official documentation from sporting federations. Results announced by other bookmakers are not an official source of information for the bookmaker.
17. When collecting winnings, the bettor must check that the correct amount has been paid out. If they do not agree that the amount is correct, they must inform the bookmaker and provide their account number, the date, the time, the event, the amount, the selected outcome, the odds, and the reason for the disagreement over the credited winnings. All claims regarding payouts of winnings must be made within 10 (ten) days. Claims regarding bet settlements for Esports Live games (not including Esports) must be made within 72 hours of the end of the game.
18. If the customer commits fraud against the bookmaker (holds multiple accounts, uses automated betting software, employs arbitrage betting, uses a betting account for anything other than placing bets, abuses loyalty programs, and so on), the betting company reserves the right to stop these fraudulent actions by:
 - canceling bets;
 - closing the bettor's account and returning any funds deposited to the account; and
 - contacting law enforcement regarding an incidence of fraud committed by the bettor.The security service may verify the bettor's account via video call. To verify the bettor, the Security Service may request the necessary identification documents and documentation regarding account deposits.
19. The company reserves the right to close a betting account and annul all bets placed using this account if it is proved that:
 - the bettor possessed information about the result of an event when they placed a bet on it;
 - the bettor was able to influence the result of the event by being directly involved in the match (an athlete, referee, coach, etc.) or by acting on their behalf;
 - bets were placed by a group of bettors acting together (as a syndicate), with the aim of circumventing the limitations established by the company;
 - one bettor has several betting accounts (multi-accounting);
 - the bettor is suspected of using special software or technology which allows them to automate the betting process; or
 - any unfair means were used to obtain information or circumvent the limitations imposed by the company.The balance of a customer's account in the aforementioned situations can be refunded only after the completion of an investigation. The remaining balance is calculated excluding any funds obtained through fraudulent means. The company reserves the right to refuse to refund a player's losses due to commission from payment systems for depositing and/or withdrawing funds to/from their account with the betting company.
20. If the betting company's security service has doubts about a bettor's identity, or about the veracity of any information provided by them (address, credit or debit card details or other data), it has the right to request from the bettor any documents, at the company's discretion, proving the bettor's identity or other information provided by the customer. The security service may also cancel any payments until all the evidence has been reviewed. The betting company has the right to request documents, which must be sent through terrestrial postal services. Document verification can take up to 72 hours from the moment the documents are received. If it is proved that the information received is not authentic, the company has the

right to cancel all bets and stop all financial transactions for an indefinite period, and to continue to investigate the account and request further documentation required to verify the authenticity of the account.

21. The bookmaker bears no responsibility and does not accept any claims regarding the correctness of translations of team names, athlete surnames, or the locations of competitions from foreign languages. All information in tournament headlines is auxiliary in nature. Any potential errors in this information are not grounds for bet refunds.
22. The company reserves the right to update the text of the terms and conditions and to add new terms at any time. The new or updated terms will enter into force and be applicable as soon as they have been published on the website.
23. MelBet bears no responsibility for any damage or losses declared to be the result of using this website or its content. This point applies in equal measure to the use, including improper use, of the website's content by any individual, to difficulties connecting to the website or using it, to delays in the website's functioning or transmission of data, to failures in the communication lines, and to any errors, misprints, or omissions in the website's content.
24. The account holder confirms/agrees that all actions carried out using their account are performed by them personally. If any actions are carried out by a third party, the account holder bears personal responsibility for providing access to their account.
25. The Terms and Conditions are governed by the laws of Cyprus.

The right to access and/or use the website (including any or all the products offered on the website) may be illegal in certain countries (including, for example, the USA, the United Kingdom, Cyprus, Netherlands, Iran, etc.). Customers are responsible for determining whether their access to and/or use of the website is compliant with the applicable laws in their jurisdiction and they guarantee to the company that gambling is not illegal in the territory where they reside.

Gambling on the internet is prohibited in some countries, and consequently gambling-related payments and money transfers may also be forbidden. It is recommended to consult lawyers before registering on our website. As national laws are subject to change, customers are responsible for keeping up to date with any changes made to legislation.

The Betting Company is not responsible for any false information provided by the customer under this paragraph of the Terms and Conditions.

2.1. Restricted territories for Netent gaming provider

1. Total (governmental) restrictions. United States of America, United Kingdom, Spain, France, Italy.
2. Blacklisted territories. NetEnt content is not offered in the following territories: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Cambodia, Ecuador, Ethiopia, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, Sri Lanka, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, Yemen, Zimbabwe.
3. Regulated territories (must only be offered with a license from the local regulator, seen and approved by NetEnt): Belgium, Bulgaria, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania, Mexico, Portugal, Romania, Serbia, Spain, Sweden, Switzerland, United Kingdom, United States of America.
4. Branded Game Territories
 1. Jumanji, Emojiplanet, Guns & Roses, Jimi Hendrix, Motörhead, and Conan must not be offered in the following territories: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Cambodia, China, Ecuador, Ethiopia, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan,

Panama, Papua New Guinea, Philippines, Singapore, Sri Lanka, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, Yemen, Zimbabwe, Belgium, Bulgaria, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania Mexico, Portugal, Romania, Serbia, Spain, Sweden, Switzerland, United Kingdom, United States of America.

2. In addition to the jurisdictions set out in paragraph 4.1, Planet of the Apes Video Slot must not be offered in the following territories: Azerbaijan, China, India, Malaysia, Qatar, Russia, Thailand, Turkey, Ukraine.
3. Vikings Video Slot must not be offered in the following jurisdictions: Afghanistan, Albania, Algeria, Angola, Australia, Azerbaijan, Cambodia, Canada, China, Ecuador, France, Guyana, Hong Kong, India, Indonesia, Iran, Iraq, Israel, Kuwait, Laos, Malaysia, Myanmar, Namibia, North Korea, Pakistan, Papua New Guinea, Philippines, Qatar, Russia, Singapore, South Korea, Sudan, Syria, Taiwan, Thailand, Tunisia, Turkey, Ukraine, United States of America, Uganda.
4. In addition to the jurisdictions set out in paragraph 4.1, Narcos Video Slot must not be offered in the following territories: China, Indonesia, South Korea.
5. Universal Monsters (Frankenstein, the Bride of Frankenstein, Dracula, The Mummy, The Wolf Man, Creature from the Black Lagoon, and The Invisible Man), may only be played in the following territories: Andorra, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Brazil, Georgia, Iceland, Liechtenstein, Moldova, Monaco, Montenegro, Norway, Russia, San Marino, Serbia, Switzerland, Ukraine, Croatia, Macedonia, Turkey, Austria, Bulgaria, Cyprus, Czech Republic, Finland, France, Germany, Greece, Hungary, Ireland, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Peru, Poland, Slovakia, Slovenia, Sweden.

3. Main rules for accepting bets

1. The bookmaker accepts bets based on the sportsbook – a list of events, along with their possible outcomes and odds of winning, offered by the betting company MelBet for the placement of bets.
2. The minimum stake for any event is 0,2€ (or the equivalent in a different currency).
3. The maximum stake is determined by the bookmaker for each event individually and depends on the sport and event.
4. The maximum winnings from one bet is 60 000€(or the equivalent in a different currency).
5. The bookmaker has the right to limit the maximum stake and the odds for individual events, and may also limit or increase the maximum stake and the odds for individual events for a specific customer without notice and without providing a reason.
6. The betting company may decide to limit repeated bets on the same outcome by one customer, including on combinations of outcomes which are effectively identical. In this case, the bookmaker has the right to refund the repeated bets (except the initial bet), provided the computer system has not blocked repeated bets from one customer.
7. A bet is considered to be accepted as soon as it has been confirmed by the company. All accepted bets appear in the “Bet History” menu. In some cases, there may be a delay before a bet appears in the “Bet History”. In case of potential disputes, a bet is considered valid from the moment it is registered in the company’s system. Even if a customer does not receive a message stating that their bet has been accepted, the bet is still considered to have been accepted if it appears in “Bet History”. Be aware that a notification about changes to the odds may not appear, significantly reducing the amount of time it takes to accept a bet. Claims regarding increased or decreased odds will not be accepted. The game organizer bears no responsibility for potential losses caused by changes to the odds.
8. A bet is considered won by the customer if all of the outcomes indicated in the bet were correctly predicted. This is not the case with system bets.
9. Bets are accepted until the start of the event; the date, start time of the event and comments on the Sportsbook are approximate. This is not the case with Live bets, which are bets placed during the match. This information and the corresponding markets are considered valid until the end of the match.
10. If, for any reason, a bettor tries to place a bet after the effective start of an event, the bet will not be registered and may not be placed. If, for any reason, the bet is placed, it may be canceled.
11. If a bet is considered invalid, the stake is refunded, and it is excluded from any accumulator or system bet it was part of.
12. In case of incorrectly calculated bets (e.g. due to erroneous results), these bets are recalculated.
13. Sporting events are considered postponed or canceled only based on information from official documents from the organizations running the sporting events, official sporting federation websites, and sports club websites; sports events shown in the sportsbook are corrected based on this information.
14. A bet may be canceled if the customer has deliberately deceived staff (employees of the bookmaker) by providing them with false information and demands regarding accepting bets, paying out winnings, event results, or any similar information or demands. This is also applicable to underage individuals: those who are under 21 years old and their parents.
15. A winning bet slip for a bet placed in a MelBet betting shop can be used to withdraw winnings for 30 days from the last sporting event on the bet slip being settled.
16. PRE-MATCH and LIVE bets may not be changed or deleted.
17. The betting company bears no responsibility for inaccuracies in the results of matches on which

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

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

3.1. Bet Slip Sale

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

[illegible]

Therefore, €380 will be credited to your account.

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

5. Restrictions on some event outcomes

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

6. Accounts, Payouts & Bonuses

6.1. ACCOUNTS

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

moment of receipt. The outcome of the video conference shall be communicated to the Customer within five (5) Business Days following its completion. Verification of the submitted video materials may take up to fourteen (14) Business Days.

In the event that the Customer fails to participate in the scheduled video conference within thirty (30) calendar days, the Company shall be entitled to block the Customer's account and to settle the Customer's betting activity with a coefficient of 1.0.

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

6.2. DEPOSITS AND PAYOUTS

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

This rate is not fixed, and may change several times a day, or conversely may not change for a long time, and the date and time the actual debiting takes place depends on the selected exchange rate on the Website at that moment. You can view the final amount debited and the exact exchange rate in the deposit/withdrawal request.

Please note that the company does not bear any responsibility to bettors for any indirect, incidental or accidental losses in connection with the exchange rate and currency conversion.
10. In certain cases, the company has the right to unilaterally initiate the verification procedure of a customer's payments and request additional information from the payment system.

The Customer's account may be blocked for financial procedure purposes during the verification process.

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

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

6.3. BONUSES

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

If the company discovers evidence of a Bonus offer being abused, it reserves the right to take the following measures against the offending customer: cancel all current Bonuses and bonus winnings, and block the Customer's account.

REGISTRATION BONUS

- Make a deposit.

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

DEPOSIT BONUSES

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

GIFTS

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

PROMOTINAL CODES

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

TOURNAMENTS

- To participate in tournaments, you must register by pressing the “Take part” button on the offer page.
- All prizes are credited to the tournament winners within 72 hours of the end of the relevant

tournament.

- In the event that a prize winning place is occupied by two customers, the winner will be the first customer to have satisfied the conditions of the tournament.
- When calculating the results, only bets placed with real funds will be counted.

8. All currently active Bonus offers, including but not limited to deposit bonuses, welcome bonuses, reload offers, promotional codes, gift-based promotions, and other temporary or recurring incentives (collectively, "Promotions"), along with their applicable rules, restrictions, and eligibility criteria, are published and regularly updated on the Bonus Program page of the Website.

Such Promotions may vary in availability, duration, and conditions, and may be subject to specific opt-in requirements (e.g., entering a promo code or accepting a personal offer in the account interface), geographic or jurisdictional restrictions, payment method limitations, or usage caps.

Customers are solely responsible for regularly reviewing the Bonus Program page to ensure they are fully informed of the current terms, requirements, and availability of all Promotions. The Company disclaims any liability for losses arising from the Customer's failure to consult the most recent and applicable terms. Participation in any Promotion shall be deemed acceptance of the latest version of its terms and conditions.

The company reserves the right to alter the terms of a Bonus offer, or to suspend or terminate it at any time.

6.4. CRYPTOCURRENCY TRANSACTIONS POLICY

Accepted Currencies and Wallets

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

Deposit and Withdrawal Rules

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

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

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

Risk Disclosure and Compliance

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

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

7. REFUND POLICY

1. The customer is responsible for determining whether their accessing and/or use of the Website is compliant with applicable laws in their jurisdiction and they warrant to the company that gambling is legal in the territory where they reside. When opening an account and/or using the company's Website, the customer must make sure that their actions are legal in the territory in which they reside. The customer also guarantees and agree that they have received legal advice before registering on the company's Website. If the company becomes aware that a customer is a resident in a country where the use of the company's Website is considered illegal, the company has the right to close the customer's account and refund any remaining balance on their account at the moment of its closure (after the deduction of any winnings credited after their most recent deposit was made).
2. In the event of:
 - duplicate registration (including registering under a new name), the submission of someone else's, invalid, or forged documents (including those that have been edited using any kind of software or graphic editor)
 - multiple breaches of the Betting Company's Terms and Conditions
 - doubts about the identity of a customer or the information they have provided (i.e. address, credit/debit card details, other data)
 - any kind of fraud committed either by a customer or by another person acting in their interests or in collusion with them, including but not limited to:
 - refund or rake fraud
 - use of a stolen or unverified bank card as a source of funds
 - any actions a customer carries out or attempts to carry out which may reasonably be considered illegal in any applicable jurisdiction, which were committed deliberately or with the intention to deceive and/or circumvent constraints set in law regardless of whether this action or attempt ultimately causes loss or damage to the customer's account
 - a customer having information about the result of an event when they placed a bet on it
 - a customer being able to influence the outcome of an event due to their direct participation in the match (athletes, coaches, referees, etc.) or because they acted on behalf of the participants
 - bets being placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker, as well as colluding with others in order to obtain an unfair advantage through bonus schemes or any other promotions offered by the company
 - the bettor being suspected of using special software or hardware which facilitate automated betting, including but not limited to the use of glitches, faults or errors in our software in connection with the Services we offer (including betting); or use of rogue equipment and programs or analytical systems, including but not limited to software that allows customers to place bets without human intervention (for example, bots), etc.
 - unfair means of any kind being used to obtain information or circumvent restrictions imposed by the company
 - The company's management is entitled to request at their discretion any documents from the bettor substantiating their identity or other data they have provided (for example, passport details, residential address), as well as to cancel any payments until all such information has been verified.
 - The company's management reserves the right to conduct a video conference as a part of the identity verification process, or request that documents be sent by post. Verification may take up to 72 hours from the time of receipt of the documents. The

outcome of the video conference can be provided to the customer within 5 working days of a video conference taking place. If it is proven that the information provided is not valid, the company is entitled to take any reasonable measures including but not limited to canceling all bets and suspending all transactions for the duration of the investigation, and to proceed with full verification of the account once any documents required for the verification procedure have been requested.

3. Upon completion of the investigation, the company can make any decision that it deems to be fair and reasonable. It may decide:
 - to block (close) the account (including any duplicate accounts), which may entail:
 - voiding all bonuses, free bets and winnings received from those bonuses and free bets when using this duplicate account
 - at its sole discretion, canceling all winnings and refunding the balance of the customer's account at the start of the investigation (minus any canceled winnings) made from their main and duplicate accounts. The company also has the right to refund any amounts that are owed to it in connection with this duplicate account, directly from any of the customer's accounts (including any other duplicate account).
 - at its sole discretion (in exceptional cases), to allow the continued use of the main account and recognize it as valid, while all bets placed by the customer from the duplicate account will be void, the duplicate account(s) will be blocked and/or canceled by decision of the company (the decision is made for each particular case individually, according to the extent of the violation).
4. The bettor shall be held liable for violations of the abovementioned paragraphs. Should these Rules be violated, the bookmaker reserves the right to refuse to pay any winnings or to refund stakes, as well as to cancel any bets. The bookmaker shall not be liable in relation to the moment when they become aware that the customer falls within any of the aforementioned categories. This means that the bookmaker shall be entitled to take the above measures at any time once they have become aware that the customer is an individual who can be categorized as above.
5. For all queries relating to refund requests, customers should contact the Support Service via the live support chat within the first twenty-four (24) hours of the alleged transaction. Each query will be handled in a timely manner within 24-72 hours after the submission of the query, depending on the department involved, and an answer will be provided after that time. The customer acknowledges and accepts that each query will be reviewed on a case-by-case basis and is ready to provide any additional information upon the request of the Support Service officer if this is necessary in order to provide a reasonable answer. In some cases, it can take more time to provide an answer to the customer and the customer will be notified of this. The approval of a refund request depends on the particular payment method used to make the alleged transaction. The refund will be made through the same payment method used to make the alleged transaction. Subject to the existing Terms and Conditions, the company reserves the right to refuse any such request at its sole discretion.

8. Procedure for resolving disputes

1. If the outcome of a concluded event is later changed or voided for any reason (disqualification of a team or player, improper arbitration, etc.), bets are settled based on the initial (actual) result.
2. The bookmaker bears no responsibility for discrepancies between the indicated date and time and the actual start of an event. The start dates and times of events indicated in the Sportsbook are approximate. When settling bets, the actual start time of the event is accepted, or it is determined based on official documents from the organization running the competition (official websites of sporting clubs and federations, and other sources).
3. Claims regarding the result of an event are accepted within 30 calendar days of the moment the event ends according to official documents about the result from the organization running the event.
4. Bets placed after the actual end of an event (except Live bets) are settled at the bookmaker's discretion at odds of 1.00.
5. **PRE-MATCH bets.** If, for any reason, a match or competition is postponed by more than 48 hours (this time is approximate; the company has the right to keep bets valid to avoid disputes which could arise if a match is postponed by more than 48 hours from the planned official start time), all bets are canceled.
6. An event is deemed to have been postponed if the planned official start time of the event is changed.
7. **LIVE bets.** If, for any reason, a match or competition is interrupted or restarted within 5 hours of starting, all bets remain valid. If the interrupted match or competition is not restarted within 5 hours of starting, bets are settled at odds of 1.00, except when the result of the bets has already been established. This rule does not apply to events which, according to the rules of the competition, may last longer than 5 hours (see paragraph 11 "Terms and Conditions by sport").
8. If a match is not completed and is considered void (see paragraph 11 "Terms and Conditions by sport"), bets on all outcomes which have been objectively established by the time it is stopped (e.g. the outcome of the first half, the first goal scored and when etc.) are settled as normal. All other bets are settled at odds of 1.00.
9. If a participant withdraws before the start of an event, all bets on this participant are canceled.
10. If, for any reason (injury, refusal, etc.) a participant withdraws during a competition, all bets placed before the start of the final round or stage of the competition in which they were a participant are considered valid. All other bets are canceled.
11. Bets on tennis matches where one player withdraws are settled according to the Terms and Conditions stipulated in paragraph 11.23.
12. If a participant or team member (football, hockey, basketball, etc.) does not participate in a match, bets on them are settled at odds of 1.00, unless agreed otherwise.
13. If a player withdraws (is disqualified) from a tennis game before the start of the match, bets are settled at odds of 1.00, except bets on this player's results in the competition. If a tennis match is interrupted, postponed, or not completed on the same day, bets placed on it remain valid until the end of the tournament which the match is part of, unless the match is completed or a player withdraws.
14. If a pair of participants (teams, athletes) is indicated for an event (match, competition, or fight), and the participants making up the pair are subsequently changed, all bets on this event are canceled.
15. In team competitions, if one or several participants from any team are replaced for any reason, bets on the outcome of the match remain valid.
16. In doubles matches, if at least one member of a pair is replaced, bets are settled at odds of 1.00; if the individuals in the pair were not previously indicated, bets remain valid.

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

In the event that official and independent sources provide different information regarding statistical data, the company has the right to settle bets based on statistical data from an independent source (<https://whoscored.com>) or from a video feed.
22. In the event that official and independent sources provide different information regarding statistical data, the company has the right to settle bets based on statistical data from an independent source or from a video feed.
23. Terms and Conditions by sport take precedence over the general Terms and Conditions.

9. Markets (outcomes)

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

wins. In all other cases it loses.

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

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

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

goals or points.

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

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

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

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

10. Rules on sports

10.1. Eurovision

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

10.2. AFL (Australian Football League)

1. The bookmaker accepts bets on:
 - regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
 - regular time including overtime (labeled "OT")

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

10.3. American Football

1. Bets are accepted on regular time, including overtime, unless otherwise stated.
2. If a match starts but is not completed, all bets will be settled at odds of 1.00, except for the following instances:
 - if the result of the bet is already clearly determined at the moment the match is stopped.
 - if at least 55 minutes have been played in the match at the moment the match is stopped. In this case, the match will be considered to have taken place, and bets will be settled based on the actual score.
3. For bets on "Higher At The End Of The Tournament" markets, if the teams fail to qualify from the group, priority will be given based on their respective places within the group, and then on

the winning percentage or amount of points.

4. "Highest (Lowest) Scoring Quarter - Total". If two or more quarters end with the same highest/lowest score, bets will be settled based on the actual total. In such circumstances, no refunds are provided.
5. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine (i.e. when two or more quarters have ended with the same amount of points scored), bets on those quarters will be settled at odds of 1.00. Bets on other quarters will lose.
6. "Highest Scoring Half". In the event that both halves end with the same amount of points scored, bets will be settled at odds of 1.00.
7. If the match (including overtime) ends in a draw, W1 and W2 bets will be settled at odds of 1.00. Bets on totals and handicaps will be settled based on the match's actual result.
8. Bets on players' touchdowns (anytime, first/last, total) include touchdowns scored via rushing, receiving, interception return, kickoff return, punt return, and fumble return.
9. "Result Of Drive (X)". If a drive is not completed due to the end of a half or the match, bets on this market will be settled at odds of 1.00.
 - Touchdown: This bet wins if a touchdown is scored by the team that had possession of the ball at the start of the drive, including as a result of actions by the offensive line or special teams (e.g. a kickoff return).
 - Field Goal: This bet wins on both a successful and a missed attempt (including a block, miss, or bounce off the crossbar), except when the defending team returns the ball for a touchdown. In that case, bets on a "Turnover" win.
 - Turnover. This includes interceptions, fumbles, turnovers on downs, and all touchdowns scored by the defensive team, whether by the defense or the special team.
 - Punt. This bet wins only if possession of the ball passes to the other team after the punt, except in the following cases:
 - If the offensive team scores a touchdown during the play, bets on a "Touchdown" win.
 - If the defensive team scores a touchdown during the play, bets on a "Turnover" win.
 - Any Other: This bet wins as a result of any other completed result that does not fall under the categories above.
10. "First Down In Drive (X) - Yes/No"
 - Yes: This bet wins if the team achieves at least one first down, including automatic first downs awarded due to penalties.
 - No: This bet wins if there were no first downs during the drive.
 - If a drive is not completed due to the end of a half or the match, and the outcome of the bet is undetermined, bets on this market will be settled at odds of 1.00.

10.4. Badminton, table tennis, beach volleyball

1. If a match is delayed or postponed for any reason, all bets on it remain valid until the end of the match or the end of the tournament, until the match is completed or one of the participants withdraws.
2. If a match is interrupted due to the withdrawal or disqualification of one team during the first set, all bets are settled at odds of 1.00, with the exception of bets on outcomes that have been definitively determined by the time the match was interrupted. In this case, bets on the winner are settled at odds of 1.00.
3. If a match is interrupted due to the withdrawal or disqualification of one team, bets on the winner remain valid, provided that **one set has been completed**. Otherwise, all bets are settled at odds of 1.00. If a player withdraws or is disqualified from a match, they are

considered to have forfeited the match.

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

10.5. Basketball

1. The bookmaker accepts bets:
 - on regular time (the time of play may be 48 minutes consisting of four quarters of 12 minutes each or 40 minutes consisting of four quarters of 10 minutes each; NCAA – two halves of 20 minutes each);
 - on regular time including overtime (labeled "Including Overtime"). Bets on Stats include OT unless stated otherwise. Other betting terms may be specified in the betting section.
2. If a match starts but is not completed, all bets on the match will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. If the duration of a match is 40 minutes, at least 35 minutes must be played for bets to stand. If the duration of a match is 48 minutes, at least 40 minutes must be played for bets to stand. In these cases, all bets will be settled based on the results at the time the match was interrupted.
4. In basketball matches (for events labeled "Including Overtime") bets on handicap and total markets in the fourth quarter and the second half are settled excluding overtime.
5. NBA teams may be shown in a direct order (home-away), as well as in a reversed order. If the latter is the case, no stakes are refunded.
6. "Higher At The End Of The Tournament". Should the teams fail to qualify from their group, bets will be settled based on the place they finish within the group. Should the teams take equal places within the group, then bets will be settled based on their score.
7. The Customer should check the rules of basketball friendlies (whether cup or club friendlies) through official sources. If a friendly ends in a draw (the rules of the match have been changed), bets on the winner will be settled at odds of 1. However, bets on total and handicap markets will be settled on the result.
8. If overtime is played in cup ties due to the aggregate result of a two-legged match, overtime will be taken into account to settle bets on the second match. Likewise, overtime played due to the aggregate result of a two-legged match is also included in "To Qualify", "To Be Promoted/Relegated", "Tournament Winner" and other similar bets.

9. Should a basketball match end in a draw, the "Will There Be Overtime? - Yes" bet wins and the "Will There Be Overtime? - No" bet loses.
10. "Half-Time/Full-Time" bets. In the Sports section, "W" represents a win and "X" represents a draw. The outcome of the first half is shown first, followed by the outcome of the game after regular time. For example, W1W2 means that Team 1 won (W1) the first half, while Team 2 were the winners (W2) at the end of regular time.
"Half-Time/Full-Time" bets including overtime. The customer must predict which team will win the first half and which team will win the game with overtime included. Customers may not bet on a draw.
11. "Highest (Lowest) Scoring Quarter - Total". If two or more highest (lowest) scoring quarters have the same total, no stakes will be refunded. In this event bets will be settled based on the total (when the total of the fourth quarter is settled, no points scored in overtime will count).
12. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine unconditionally (i.e. when two or more quarters have ended with the same result), bets on such quarters will be settled at odds of 1. Bets on other quarters will lose (when the total of the fourth quarter is settled, no points scored in overtime will count).
13. "Highest Scoring Half". If both halves have ended with the same result, bets will be settled at odds of 1 (when the total of the second half is settled, no points scored in overtime will count).
14. "Team... To Win Both Halves - Yes". When the total of the second half is settled, no points scored in overtime will count. "Team... To Win Both Halves - No". The bet will win if the team specified has drawn or lost at least one half.
15. "Each Team Will Score Over 72.5 - Yes". The bet will win if the total scored by each team during the match amounts to 73 or more.
16. "Each Team Will Score Over 72.5 - No". The bet will win if at least one of the teams has not reached the quoted total.
17. "Total For Each Quarter Over 32.5 - Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul" and "Total Fouls" bets. Bet settlement is carried out based on the final scoresheet, which includes only personal fouls by players. Technical fouls received by a coach, an official team representative, or a player on the reserve bench may be displayed in the play-by-play, but are not included in the settlement. However, technical fouls specified in the official scoresheet are included.
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on "Turnovers" markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" markets are settled based on the individual statistics of players and the team statistics. For NBA, WNBA only personal rebounds are considered.
22. Bets on the "Race To ... Points" markets in the "Sports" section may be available with:
 - two outcomes (W1, W2). For such bets, if neither team scores the specified number of points, bets on a winner will be void (for example, if the score is 19-19, "Race to 20 Points W1" bets will be void).
 - three outcomes (W1, W2, Neither), in which case, bets will be settled according to the results.
23. The "Score By Quarters 2-0" bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The "Score By Quarters 1-1" bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
24. "Handicap By Quarters". For example, "2 Handicap By Quarters -2.5". The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.

25. The "Total Drawn Quarters", "Handicap By Quarters", "Score By Quarters" and "Win By Quarters" markets are only settled on the result at the end of regular time.
26. The "1 Winning Margin In Points Interval From -1 to 9" bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
27. Bets on the "2-Point Field Goal Percentage", "3-Point Field Goal Percentage" and "Free Throw Percentage" markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.
28. Bets on the "Total Play Time" market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet "Total Kyrie Irving Over 39.5", if the player's total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
29. Netball is a type of women's basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled "Including Overtime").
30. **Basketball. Results. Team To Be Higher At The End Of The Tournament.** Bets on this market are settled based on statistics available on the official website.
31. "SuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "SuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
32. "SuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "SuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
33. Bets on average player statistics during the regular NBA season (points, rebounds, assists, block shots, etc.) are settled based on statistics available on the official website of the tournament.
34. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not the player will have a double-digit performance in two (double-double), three (triple-double) categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.
35. Score in the interval. For this market it is suggested to guess whether the quarter score will be in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.
36. **Alternative matches.** In this type of event, the teams' results in the specified matches are compared (regular time only). If one team forfeits any of the matches, bets on the alternative matches will be settled at odds of 1.00 (refunded).
37. Basketball 4x4. Games consist of two periods lasting 10 minutes each. If a game ends in a tie, 5 minutes of overtime is played.
Key differences in the game:
 - a mid-range shot counts as 2 points
 - a long-range shot (from outside of the three-point line) counts as 3 points
 - A slam dunk scores 3 points.
 - Teams have 24 seconds to shoot during an offensive.
38. Basketball 1x1 The game is played until a winning score of 11 points is reached or until 10 minutes have elapsed (depending on which happens first). If a game ends in a tie, overtime lasting five minutes will be played. The final consists of the three best players with a winning score of 11 points. The main differences in gameplay:
 - a mid-range shot counts as 2 points
 - a long-range shot (from outside of the three-point line) counts as 3 points

- if they take a shot, a player is awarded "make it, take it" possession
- a shot must be attempted within 7 seconds of taking possession

10.6. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included, unless otherwise specified. All bets on baseball games are offered on the basis that both the pitchers specified in the market, if any are specified, start the game. Both of the specified pitchers must start and throw at least one pitch for bets to be valid. If either of the specified pitchers fails to start the game for any reason, all bets on that game are voided. If the names of the starting pitchers are not specified, all bets are accepted irrespective of the starting pitchers.
2. The home team in a game is the team that bats second, regardless of the venue.
3. All bets (except bets on parts of the match) are based on the official match result, including any additional innings.
4. A match must be played for at least 5 full innings or 4.5 innings. If 4.5 or fewer innings are played, bets whose outcomes had been determined by the time the match was stopped are settled. All other bets on the match are settled at odds of 1.00.
5. **Pre-match bets.** If a baseball game does not start at the appointed time and the game is confirmed to be postponed on the official website, all bets on said game are settled at odds of 1.00.
6. **Live bets.** If a game is postponed or interrupted and restarted within 72 hours, bets remain valid until the end of the game. If the game is not completed within 72 hours, all bets on it are voided, except bets on markets which had already been determined.
7. For Nippon Professional Baseball (NPB) games, if a game ends in a draw, bets are settled at odds of 1.00.
8. For bets on "Match-Up", the bettor must predict which of a specified pair of players will achieve the best result. If both players achieve the same results, bets are settled at odds of 1.00.
9. In MLB pre-season games, in the event that both teams have the same number of points at the end of 9th inning, an additional 10th inning is played. If neither team wins in the 10th inning, the game ends in draw and bets on W1 and W2 are settled at odds of 1.00 (refund).
10. If, over the course of a game day, at least one game is cancelled, postponed, or not played to completion and is considered void (fewer than 5 complete innings are played), bets on the market "Home Team - Away Team" are settled at odds of 1.00.
11. **Softball** is a team sport similar to baseball. Games consist of 7 innings. If a game ends in a draw, extra innings are played.

10.7. Biathlon

1. "To Be Higher". The bettor must predict which participant (or team) from the specified pair will finish higher in the final ranking. If both participants withdraw from a race or one of participants does not start, bets on said participant are settled at odds of 1.00. If one of participants does not finish, bets on them are settled as losses.
2. "Misses". A comparison of the total number of misses made by race participants. The bettor must predict which athlete will miss the most shots. If the bettor's prediction coincides with the handicap exactly, their bet is settled at odds of 1.00. If a participant withdraws from a race without having shot at every range, bets on them are settled at odds of 1.00.
3. "Misses In Relays". The number of misses in a relay race is calculated by adding the number of penalty loops to the number of additional cartridges used by all members of a team.
4. "Best Representative Of Which Country Will Be Higher". The bettor must predict which of a

specified pair of countries will have their representative finish higher in the final ranking of a race.

5. "Winner". The winner is considered to be the participant who finishes higher in the final ranking. If there are two or more winners of a competition, bets are settled at odds of 1.00.
6. "Leader After 1st (2nd, etc.) Leg". The winner of a leg is considered to be the participant who finishes highest in the final standings. If there are two or more winners of a particular leg, bets are settled at odds of 1.00.
7. The bet "Biathlon. Winner. Men's. Pursuit. 12.5 km. Hochfilzen. 1-10 Place (08.12.2013 | 16:30) - To Win (Daniel Mesotitsch) - Yes" is settled as a win if Daniel Mesotitsch finishes in the top ten.
8. The bet "Extra Cartridges Sweden (13.12.2013 | 17:25) Total Under 7.5" is settled as a win if Swedish biathletes use 7 or fewer extra cartridges.
9. The bet "Winning Margin Over 2nd Place 0-20 Seconds - Yes" is settled as a win if the team in second place finishes 20 seconds or less after the winning team.
10. For bets on the **IBU World Cup**, bets are settled according to the results of the season.

10.8. Boxing, Martial Arts

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. "Total Rounds". The Customer should predict the number of rounds in the bout. Only completed rounds will be taken into account for bet settlement purposes.
5. Points Decision Handicap (Including Win Inside The Distance). The handicap is calculated based on the final score of the full fight, as given in official competition sources. If the fight ends early, bets placed on the fighter who won inside the distance will be settled as winning bets, and bets on that fighter's opponent will be settled as losing bets (regardless of the handicap value).
6. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
7. "1 (2) Will Win". In the "Sports" section, bets on this market are labeled "1" and "2" respectively and include the following:
 - "Points Victory";
 - "Win By Knockout";
 - "Win By Technical Knockout";
 - "Win By Technical Decision";
 - "Win By Disqualification or Refusal".
8. "Draw". Bets on this market are labeled "X". A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
9. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
10. "Win Inside The Distance". This includes a win through knockout, technical knockout, disqualification of the opponent, or the opponent withdrawing during the bout.
11. "Win (2way)". Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
12. "W2 In Round 3 - Yes". This bet will win if the second athlete wins inside the distance by knockout or by a technical decision in the third round.
13. "Bout Will End In Round 10-12". This bet will win if an athlete wins inside the distance by knockout or by a technical decision within the period from the tenth to the twelfth round.
14. "Win By TD". It is fight stoppage because of injury or another reason with consequent scoring by

judges' notes and assessment of the result for not complete number of rounds.

15. Total Knockdowns. The Customer should predict the number of knockdowns in the fight. All knockdowns are counted, including those followed by a knockout or technical knockout.

10.9. UFC

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. "Total Rounds". For a bet on this market to win, the Customer must correctly predict the number of rounds in a bout. Only rounds in which more than half the allocated time has elapsed are counted in the total number of rounds. Half of a 5-minute round is 2 minutes 30 seconds. Therefore, 2.5 rounds means two rounds and 2 minutes 30 seconds of the third round. If a bout ends exactly halfway (2 minutes 30 seconds) into a round, "Over/Under" bets on the total number of rounds are settled at odds of 1.00.
5. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
6. If the first round ends in the first 2 minutes, then a bet on total rounds under 0.5 will be settled as a win.
7. "1 (2) Will Win". In the "Sports" section, bets on this market are labeled "1" and "2" respectively and include the following:
 - "Points Victory";
 - "Win By Knockout";
 - "Win By Technical Knockout";
 - "Win By Technical Decision";
 - "Win By Disqualification or Refusal".
8. "Draw". Bets on this market are labeled "X". A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
9. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
10. "Win Inside The Distance". This includes a win through knockout, technical knockout, painful locks/chokehold/submission, disqualification of the opponent, or the opponent withdrawing during the bout.
11. "Win (2way)". Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
12. «() Will Win in Round ()». This bet will win if the selected athlete wins inside the distance by knockout or by a technical decision in the selected round.
13. Strikes. Significant strikes. When settling bets on this market, only successful strikes are counted. Strikes that do not hit their target are not taken into account, unless otherwise stated.
14. Points Decision Handicap (Including Win Inside The Distance). The handicap is calculated based on the final score of the full fight, as given in official competition sources. If the fight ends early, bets placed on the fighter who won inside the distance will be settled as winning bets, and bets on that fighter's opponent will be settled as losing bets (regardless of the handicap value).

10.10. Cycling

1. The start of the first qualifying round is considered the start of a competition.

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

10.11. Water Polo

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

10.12. Volleyball

1. In the event that a match starts but is not completed, all bets are deemed void, except those on markets which had been definitively determined by the time the match was interrupted.
2. In the event that a set is not completed, bets on outcomes that had already been determined by the time the match was interrupted are settled according to the result. Other bets are settled at odds of 1.00. If a particular set is completed and the match is not completed, all bets on the set in question remain valid.
3. Bets on CEV and Challenge Cup matches are settled with "golden" sets taken into account, if this event is offered (a "golden set" (up to 15 points) is played if two teams at any stage of the European cups have the same number of points).
4. Handicap and Total bets on volleyball matches are specified in points, with the exception of "Sets Handicap" and "Total Sets".
5. For bets on "Sets Score", the options are shown in the following format in the sportsbook: 3:0, 3:1, etc.
6. For bets on "To Be Higher At The End Of The Tournament", if none of the specified teams advance beyond the group stage, priority is given to their position within the group and then to the number of points they have scored.

7. For bets on "Duration Of The Match", the bettor must predict whether the duration of a match will be over or under the number of minutes specified. The duration of a match is calculated by adding together the duration in minutes of all the sets in the match, according to the official match report.
8. For bets on "Race To Three (Five, etc.) Points", the bettor must predict which player will be the first to score the specified number of points in a set. In the event that one of the players for any reason withdraws from the competition before they or their opponent have scored the specified number of points, bets are settled at odds of 1.00.
9. For bets on "Extra Points", the bettor must predict whether extra points will be won in a set. The bet "Extra Points In Set - Yes" settled as a win if one team wins after a score of 24:24.
10. For bets on "Tie-Break - Yes/No", the bettor must predict whether a fifth set will be played. The bet "Tie-Break - Yes" wins if a fifth set is played.
11. "Total Of The Highest Scoring Set" (excluding fifth set). For example, the bet "Total Of The Highest Scoring Set Under 47.5" is settled as a loss if the score is (25:23, 26:24, 23:25, 23:25, 18:16).
12. "Total of the lowest scoring set" (including 5th set). For example, the bet "Total Of The Lowest Scoring Set Under 40.5" is settled as a win if the score is (25:23, 26:24, 23:25, 23:25, 18:16).

10.13. Handball

1. Bets are settled on the result at the end of regular time (60 minutes of play consisting of two periods of 30 minutes each).
2. Overtimes and penalty shootouts will only count for the following markets: "To Qualify For The Next Round", "To Qualify For Another League", "Win" and similar.
3. In-Play Betting. If a match is not concluded, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. Bets on the "Top Goalscorer" market are settled including overtimes, but excluding penalty shootouts.
5. Under the rules of the China Championship, the match ends if the score difference amounts to 15 points and at least 30 minutes of play have elapsed (the Mercy rule applies).
6. In bets on yellow cards, the Customer should predict the number of yellow cards given to the players.
7. In bets on seven-meter penalty shots, the Customer should predict the number of awarded penalty shots (goals).
8. "2-Minute Suspension" bets. Only two-minute suspensions are counted. Penalty minutes awarded before the start of a period or after the conclusion of a half (match) which are included in the final match record are counted when the bet is settled. The bookmaker offers the following bets: "First 2-Minute Suspension"/"Last 2-Minute Suspension" and "Total 2-Minute Suspensions"/"Total 2-Minute Suspensions (by team)".
9. **"Alternative matches"**. This includes bets on the match-ups of teams whose matches are being broadcast live. If a match is forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
10. "Handball. Statistics". Bets are settled including overtimes, but excluding penalty shootouts.

10.14. Golf

1. Major golf tournaments can last for 3 or 4 days and the total number of holes to be played is usually 72.

2. A player is deemed to have played once they have teed off. In the event that a player withdraws from the competition after having teed off, bets on this player are settled as losses.
3. "Tournament Winner". The winner is the player who takes first place in a tournament.
4. If two or more leading participants have the same result at the end of regular time, the winner of the tournament is usually determined by "sudden death elimination". In this case, the winner of a playoff is considered to be the winner of the tournament and the totalizator. All other participants take second place.
5. "To Be Higher At The End Of The Tournament". The winner is the player who finishes highest at the end of the tournament, including any playoff. If one player misses the cut, the other is deemed the winner. If neither player makes the cut, bets are settled based on the lowest score after a player does make the cut. If one player is disqualified, either before two rounds have been completed or after both players have made the cut, the other player is deemed the winner. If a player is disqualified during either the 3rd or 4th round, when their opponent has already missed the cut, the disqualified player is deemed the winner. If no odds are offered for a tie, a match where two or more players finish in the same position is deemed void.
6. Handicap Betting. One player is assigned a handicap, which is added to their final score. If a player misses the cut, withdraws, or is disqualified, they are deemed to have lost. If both players miss the cut, the handicap is applied to their scores at the time. A match is deemed void if both players withdraw or are disqualified or one player does not start the tournament. If the scheduled number of rounds are not played, handicap bets are deemed void unless the outcome of the match has already been determined.
7. Group Betting. e.g. top U.K Players etc. The winner is the player who finishes highest at the end of the tournament. Any player who misses the cut is deemed to have lost. If all players miss the cut, bets are settled based on the lowest score after the cut has been made. Players are grouped together solely for betting purposes. If a player does not start, bets on them are canceled, and paragraph 4 may apply. Dead heat rules apply except where the winner is determined by a playoff.
8. Handicap Group Betting. A group of players is assigned a handicap. Their final scores are adjusted according to this handicap in order to determine the winner. Any players who miss the cut are deemed to have lost unless not enough players make the cut for the specified number of places. In this case, the scores with the handicap taken into account are used to determine the positions of players behind those players who made the cut.
9. In some tournaments, officials can offer contestants the option to play a specified number of additional holes in order to be declared the winner. In such cases, the winner is deemed to be the player who scores the lowest number of points on the specified number of holes, and second place is taken by other participants.
10. 18 holes betting. The player with the lowest score after 18 holes is deemed to be the winner. If a two- or three-player event is reorganized or offered in a different format, bets remain valid on those pairs or trios that they were accepted on. If one player does not start, bets on pairs or trios including said player are canceled. If more than one player in a pair or trio finishes with the same result and odds were not offered for a draw, bets are deemed void. Dead heat rules are applied to all bets on three (or more) player events where two players finish with the same result. If a player does not take part in a competition, bets on them are deemed void.
11. "To Make/Miss The Cut". If a player withdraws or is disqualified before making the cut, bets on them are settled as losses. Any player who makes the cut and then withdraws or is disqualified, bets on them are settled as wins. If a player does not take part in tournament, bets on them are deemed void.
12. "To Be Higher". The bettor must predict which of a specified pair of players will perform better. The player who completes all 18 holes with the lowest number of points is considered to have performed better.
13. If a player starts a game and then withdraws before completing all 18 holes, they are deemed

to have lost regardless of their score. The beginning of a game is considered to be a tee shot in the direction of a hole. If a player withdraws from a competition before it begins, all bets on all players in that group are settled at odds of 1.00.

14. In tournaments affected by adverse weather, bets are settled based on the final standings, provided that a minimum of 36 holes have been played, unless the tournament is played on more than one course.

10.15. Darts

1. Match Betting. In the event that a match starts but is not completed, the player who progresses to the next round is deemed the winner. However, bets on sets, legs, handicap bets and special bets are deemed void unless the outcome of a particular market had already been determined when the match was interrupted.
2. Handicap and total bets on darts matches are specified in terms of sets, unless otherwise specified in the sportsbook. The maximum number of points that can be scored with three darts in one round is 180.
3. "Checking out" is where a player can finish the game early by reaching a certain number of points. This term is used in the variety of darts where players are assigned a certain number of points at the start of the game (301 or 501) and the aim is to reduce their score to zero. When a player's score is 170 points, they can theoretically finish the game by scoring 170 points in one round.
4. "To Be Higher At The End Of The Tournament". These bets are settled based on the following criteria, in order of importance: stage eliminated, number of sets won, number of legs won, number of 180s scored, highest checkout.

10.16. Curling

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

10.17. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.

3. There are several types of cricket tournament:
 - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
 - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
 - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
5. In matches with a limited number of overs, bets on the statistics for a team or the whole match will be canceled if less than 80% of a team's overs or the total overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.
6. "Team's Top Batsman".
 A team's top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the "Dead Heat" rule is applied.
 If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the inning is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.
 If a certain batsman does not appear in the team's starting XI, bets on them will be voided. Bets on batsmen who do not bat or do not enter play will be deemed to have lost.
 In matches with a limited number of overs, bets will be voided if less than 50% of a team's overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the inning ended.
 Bets on top batsmen in test matches are accepted before each team's first inning and will be voided if fewer than 50 overs are played, except in cases where the result of these bets has already been determined.
7. Team's Best Bowler A team's best bowler is the player with the most individual wickets in an individual innings. Bets on players who do not bowl or do not enter play will be deemed to have lost. In the event that two or more players finish a match with the same number of wickets, the player with the fewest runs scored against them will be deemed the best bowler. If two or more players are equal on both wickets and runs, the Dead Heat rule applies. If no bowlers take a wicket, all bets will be settled at odds of 1.00. Bets placed on any player who does not appear in the starting 11 or who appears as a substitute will be voided. Wickets taken in a super over do not count. If a player appears in the starting 11 and is subsequently substituted off, both this player and the player who replaces them will count. Best Bowler bets in Test matches only apply to the first innings of each team and will be voided if fewer than 60 overs are played, except in cases where the bets had already been settled. Bets on matches with a limited number of overs will be canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the innings was interrupted.
8. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
9. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
10. Race to 10 runs. Bets stand, unless the listed players do not bat first – in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if

neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.

11. "()" Individual Total Runs First () Overs Over/Under ()".

If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.

Extra runs are included when settling bets, regardless of the reason for which they were awarded.

In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.

12. Team's Individual Total Runs. Bets on this market are settled based on the final score of the team in bat. In the event of a draw, or if any additional overs are played (super over or golden ball), bets on the outcome of the match in question are settled based on the number of runs scored during regular time. Bets on matches with a limited number of overs are canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the inning was interrupted. Bets on test matches are canceled in the event of a draw, provided that fewer than 60 overs were played, except in cases where the results had already been established.

13. Highest Individual Score (Player's Runs); Player's Total Runs; Player's Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.

14. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled - and any additional runs awarded for them - count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.

15. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.

16. Best Batsman In The Match:

The best batsman in a match is the player who scores the most runs. Runs scored in super overs are not counted. If two or more players score the same number of runs, Dead Heat rules apply.

If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.

In matches with a limited number of overs, bets will be voided if less than 50% of the specified number of overs is played by either team due to external factors, such as inclement weather, except in cases where the bets had already been settled.

Best Batsman bets on Test matches only apply to the first innings of each team and will be voided if either team plays fewer than 50 overs, except in cases where the bets had already been settled.

17. Best Batsman's Team

The team with the best batsman is determined based on the number of runs scored by various players. Runs scored in super overs are not counted. If two batsmen from different teams score the same number of runs and no "Draw" outcome is offered, Dead Heat rules apply.

If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play.

If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.

In matches with a limited number of overs, all bets will be voided if the match is interrupted due to external factors, except in cases where the bets had already been settled by the end of the innings, or where all of the batsmen are out.

Bets on the Best Batsman's Team in Test matches only apply to the first innings of each team, unless otherwise specified. If either team plays fewer than the specified number of overs in their innings (unless they declare or the innings comes to its natural conclusion), all bets will be voided, except those that had already been settled. Bets stand, however, if they had already been settled by the time of the interruption.

18. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
 - Stakes refunded on non-selected players.
 - In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
 - In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.

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

1. Scoring rules:

- if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
 - if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
 - if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
 - if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
 - when the batsman hits the ball into certain zones, they are awarded points as follows:
 - A – 0 points
 - B,C (up to the middle of the field) – 1 point
 - B,C (past the middle of the field up to zone D) – 2 points
 - D (without touching the floor) – 6 points, or if the ball touches the floor – 4 points.
2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.
 3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.
 4. For physical interference against the batsman, the batsman is awarded 5 points.
 5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.
 6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.

7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.
8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.
9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at odds of 1.

Cyber Indian League 22, Cricket22 Cyber League

1. Each match consists of a single innings, with a maximum of 20 overs for each team. Each over consists of six deliveries.
2. A coin is tossed at the start of the match. The team that wins the toss decides if they want to bowl or bat first.
3. The team that bats first scores runs until they have played the full 20 overs, or until the bowling team has taken 10 wickets. When the other team comes to bat, they play until they have scored more runs than the opposing team did in the first half of the inning, until they have played the full 20 overs of six deliveries each, or until the bowling team takes 10 wickets.
4. The team that scores the highest number of runs wins. If both teams score the same number of runs, a super over is played. In this case, the team that scores the most runs in the super over wins.
5. Bet settlement
 - "Match Winner" bets are settled taking into account the result of the super over.
 - "Over, Individual Total Runs" bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
 - "Will A Wicket Fall In Over" and "Extra In Over" bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
 - "Total", "Individual Total", and "Individual Total Runs" bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
 - "Who Will Lose More Wickets", "Total Wickets", and "Team Total Wickets Lost" bets are settled based on the number of wickets taken, not including super overs.
 - "Super Over" and "Winner In Super Over" bets are settled as a loss in the event that no super over is played.
 - Will An Extra Run Be Awarded In Over - an extra run is awarded to the batting team in the event of an illegal delivery (e.g., a no-ball or wide) from the bowling team. After an extra (i.e. via a no ball or a wide) has been awarded, the bowling team has to deliver another throw before the end of the over. An extra is not awarded for an lb.

10.18. Beach handball

1. All bets are settled based on the result at the end of regulation time for each relevant period, (20 minutes total, 2 halves of 10 minutes each).
2. Penalty shootouts count for bets on the markets "To Qualify", "Winner", etc.
3. If a match is interrupted and suspended, bets on it remain valid until the end of the tournament the match is part of, until the match is completed or one participant withdraws from the competition.
4. A match must be played for at least 18 minutes for bets to be valid. In this case, bets are

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

5. If the score in a match is a draw at the end of a period, the “golden goal” rule is applied and the winner is deemed to be the team who scores the first goal. If both periods are won by the same team, that team is declared the winner with a score of 2:0.
6. If both teams win one period each, the result is declared a draw. To determine the winner, the “shoot-out” rule is applied, whereby one player takes on the goalkeeper.

10.19. Beach Football

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

10.20. Rugby

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

10.21. HORSE RACING

1. If a race is postponed to another day and it is stated in the official sources, all bets will stand. However, single bets will be deemed void and the respective leg will be excluded from an accumulator bet, if:
 - a race is terminated;
 - a race is officially declared void;
 - the conditions of a race are changed after bets have been made (subject to the rules);
 - the track is changed;
2. "Participant Will Be In Top 3". Bets on this market will win if the horse finishes among the first three place-getters.
3. "Win (Refund If Placed)". For example, the bet “Win (Refund If Placed 2)” will win if the horse finishes first, but if the horse finishes second, the stake will be refunded (the bet will be settled at odds of 1).
4. "Win Without Leader". The bet “No. 1 Brice Canyon To Win Without No. 3 Clonusker” will win if

No. 3 Clonusker finishes first in the race and No. 1 Brice Canyon finishes second.

5. Ante-Post Betting. The updated list of runners is declared one or two days prior to the race depending on its class. Once day-of-race markets become available, ante-post markets are closed. Horses which have been withdrawn from the race and non-runners will be treated as losers in ante-post markets. If a race is postponed until the next day due to adverse weather conditions, ante-post bets will stand until the start of the race. If the race has been canceled, stakes on ante-post markets will be refunded. First, bets on the racing day will be settled and then ante-post bets on this competition will be settled.
6. SP (Starting Price) is the final starting odds on a horse. The starting price is calculated based on the average odds offered by racecourse bookmakers at the time of the off. If a horse is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn horse will be settled at odds of "1".

10.22. Squash

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

10.23. Snooker

1. Match Betting. In the event that a match is abandoned, the player who progresses to the next round is deemed the winner, provided that at least one full frame has been completed.
2. Frame Betting, Handicap Betting and Special Betting. The full number of frames must be played for bets on these markets to remain valid. In matches where one player is declared the winner before this has happened, then all bets on frames, handicap bets and special bets on that match are deemed void, with the exception of bets on markets whose outcomes had already been determined.
3. If one player is awarded a walkover in any frame, handicap and total bets on this frame are settled at odds of 1.00.
4. "To Qualify". The bettor must predict which of a specified pair of players will finish higher in a tournament draw. If both players exit a tournament, the player who finished higher in the tournament draw is considered to have performed better. If both of players exit in the same round, bets are settled at odds of 1.00. In the event that a player withdraws before the beginning of a tournament, bets are settled at odds of 1.00.
5. For bets on "Total Centuries", the bettor must predict that a player will score 100 points or more in one (without leaving the table).

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

10.24. Tennis

1. If a player withdraws or is disqualified before the beginning of a match, bets are refunded.
2. If a match is delayed or postponed for any reason, all bets remain valid until the match is completed or until the end of the tournament.
3. Bets remain valid in the following circumstances:
 - the playing surface is changed
 - the venue is changed
 - the match is moved from an indoor court to an outdoor court
4. If a tennis match is suspended or a team is disqualified or withdraws in first set, all bets are settled at odds of 1.00, except bets on games that have already been completed and on markets whose outcomes had already been determined by the time the match was interrupted.
5. If a player withdraws or is disqualified, bets on the winner remain valid, provided that one set had been completed. Otherwise these bets are settled at odds of 1.00. Bets on other outcomes are deemed void with the exception of bets on markets whose outcomes had been definitively determined by the time the match was interrupted.

If one player withdraws or is disqualified, a walkover is awarded to the opponent.

Example 1. The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets are settled at odds of 1.00: "Handicap 1 (-2.5) Games", "Handicap 2 (+2.5) Games", "Total Games (21.5)", "Sets Score 2:0, 2:1 and 1:2". All bets on the first set are settled. A bet on "W2" wins; bets on "W1" and "Sets Score 0:2" lose.

Example 2. The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet "Total Games Over 21.5" wins, while the bet "Total Games Under 21.5" loses as the minimum number of games required to win is 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets are settled. A bet on "W2" wins, while the bets "W1" and "Sets Score 0:2 and 2:0" lose. The following bets are settled at odds of 1.00: "Games Handicap", "Sets Score 2:1, 1:2".

6. If the format of a match (number of sets) is changed, all bets on the following markets remain valid and are settled based on the result of the match:
 - Player To Win
 - Player To Wins The First Set
 - Game Handicap On The First Set
 - First Set Total
 - Who Will Serve First
 - Who Will Win The First Game In The Match
 All other bets are settled at odds of 1.00.
 7. Handicap and total bets on tennis matches are specified in terms of games.
 8. If a game is not completed for any reason (the match is suspended, one player is disqualified or withdraws), bets on this game are settled at odds of 1.00.
 9. In tennis matches, handicap and total bets are based on points for the final set (super tie-break) and on games for the match as a whole.
- Example.** Grönefeld/Peschke vs. Niculescu/Zakopalova (super tie-break). Bet "Total Under 21.5". Game score (6:3; 3:6; 4:10). The third set is counted as 1 game. The total is calculated

as: $6+3+6+3+1=19$. The bet wins.

10. In tennis matches labeled "champ. tie-break" or "super tie-break", and handicap and total bets on the whole match are calculated with the super tie-break score included.

Example. Grönefeld/Peschke vs. Niculescu/Zakopalova (champ. tie-break). Bet "Total Under 21.5". Game score (6:3; 3:6; **4:10**). The total is calculated as: $6+3+6+3+4+10=32$. The bet loses.

A super tie-break (champ. tie-break) is played in some tournaments instead of a deciding set. The winner of the match is considered to be the first player (pair) to score 10 points, provided that they win by a margin of 2 points.

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

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

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

10.25. Floorball

1. Floorball is a form of hockey that is played indoors on a hard floor with a hollow plastic ball.
2. All bets are settled based on the result at the end of regulation time for each relevant period, (60 minutes total, 3 periods of 20 minutes each).

The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.

3. Extra time and penalty shootouts are taken into account for bets on the markets "To Qualify", "Winner", etc.
4. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
5. A match must be played for at least 50 minutes for bets to be valid. In this case all bets are settled based on the results of the match at the time it is interrupted.
6. Matches can be shortened with the agreement of the organization running the competition to

no less than 2 halves of 15 minutes each. Breaks may be awarded by the administering organization. It is advisable to check independent sources of information to learn about the rules of a competition.

10.26. Football

1. All bets on football matches are settled based on the result at the end of full time (90 minutes total, 2 halves of 45 minutes each plus official added time), unless otherwise labeled in the sportsbook ("extra time").
Extra time and penalty shootouts are counted for bets on the markets "To Qualify", "To Be Promoted", "Winner", etc.
2. At least 80 minutes of a match must be played for bets to be valid, unless the outcome of the market had already been determined by the time the match was interrupted.
3. Friendly match format.
Regulations are accepted before the beginning of a tournament. Before placing a bet on a friendly match, it is advisable to check the rules of the game on independent sources of information.
4. The number of corners in a RPL (Russian Premier League) match is calculated on the third day after the end of the match. In the absence of official data on the number of corners on the websites covered in section of the rules "Main Sources of Information", bets are settled at odds of 1.00.
5. For bets on "To Be Higher At The End Of The Tournament" on the World Cup and European Football Championship, priority is given to the stage reached by each team.
6. Bets on "What Team Will Score More Goals" and "What Team Will Score (Miss) The Fewest (Most) Goals" on the World Cup and the European Football Championship are calculated including extra time, but not including penalty shootouts. In the event that both teams score (miss) the same number of goals, bets are settled at odds of 1.00.
7. Bets on football matches labeled "extra time" are settled without including penalty shootouts. Bets on post-match penalties are accepted separately (penalty shootouts).
8. Bets on "Home Team (goals) - Away Team (goals)" are only valid for the tournament and date shown in the bet slip (see "Bet slip example"). The bet "Home Team - Away Team (09.02.2014 | 04:30)" is only valid for football matches that start on February 9 at 4:30.
9. For bets on "First Corner", the bettor must predict which team will be the first to take a corner kick.
10. For bets on "To Have More Corner Kicks", the bettor must predict which team will take more corner kicks during a match.
11. For bets on "Corners", the bettor must predict whether the total number of corner kicks taken by both teams during a match will be over or under the specified total.
12. **For bets on yellow cards (labeled "Y/C")**, such as "Total Yellow Cards" and "yellow card handicaps" only cautions shown to outfield players and goalkeepers count. When calculating the number of yellow cards in a match, second yellow cards resulting in a sending-off are not counted.
13. Yellow and red cards shown to outfield players and goalkeepers after the final whistle are not counted for the purposes of settling bets. If a card is shown to a player during half time for a violation in the first half, the card is counted in the first half.
14. **Bets on yellow and red cards (abbr. Y/R Cards or Cards)** are calculated in the following way: a yellow card counts as 1 card, a red card counts as 2 yellow cards. Second yellow cards resulting in a sending off are not counted and are considered to be 1 red card, i.e. one player can receive no more than 3 cards in a match.
15. **For bets on "Player () To Get A Yellow Or Red Card"**, the bettor must predict whether a

particular player will be shown a yellow or red card. Only yellow and red cards shown to outfield players and goalkeepers are counted. If a player does not appear in the starting lineup, bets on them are settled at odds of 1.00.

16. **For bets on "Next Corner Taker" and "Next Y/C"**, if the outcome specified on the bet slip does not take place, bets are refunded. In the event that three outcomes are offered for this bet - "Team 1", "Team 2" or "Neither" - bets are not refunded.
17. The number of yellow and red cards, corners, goalposts and crossbars is calculated using the video broadcast. If the broadcast was interrupted or was not provided, the number of yellow, red cards and corners is taken from official sources. All other statistics (offsides, fouls, substitutions, etc.) are taken from official sources only. Substitutions made in the 46th minute according to an official source are considered to have been made during the half-time break. A corner which is retaken is counted as one corner when calculating the number of corners in a match.
18. **For bets on "Posts And Crossbars"**, the ball is considered to have hit the post or crossbar when it remains in play after touching a player, the referee, or another post or crossbar. Posts and crossbars are not counted if the match is stopped before the ball hits the post or crossbar, or if after the hitting the post or crossbar the ball goes out of bounds, or enters the goal (a goal is awarded).
19. **For bets on "Shots On Target"**, posts and crossbars are not taken into account.
20. **For bets on "Official Injury Time"**, the bettor must predict whether the amount of injury time added in each half will be over or under the specified total.
21. Bets on statistics can be settled within 1 hour of the end of the match.
22. **"Set piece goal"**. A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.
23. **How The Goal Will Be Scored**. The following rules apply:
 - Own Goal - the bet wins if a goal is scored as an own goal.
 - From A Direct Free Kick - the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
 - Penalty - the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
 - With A Header (Headed Goal) - the bet wins if a goal is scored by the ball hitting a player's head. Own goals will not count for betting purposes.
 - By Kicking - the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player's body apart from the head, such a goal will be deemed to have been scored by kicking.
 - No Goal - the bet wins unless the first (or next) goal has been scored.
 - "Goal From Outside The Penalty Area" - only goals from open play will count.
24. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will count.
25. For the bet "Team 1 To Score First Goal By 78:00 - Yes", the bettor must predict that Team 1 will score their first goal in the given time interval. If a goal is scored in the 78th minute, it is counted for the purpose of settling bets.
26. **PRE-MATCH bets**: "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.
27. **For quick betting markets**, such as "Total In The Interval From () To () Minute", "Handicap In

The Interval...", and "Interval Outcome", the bettor must predict total number of goals that will be scored in a specified time interval.

- Bets on the interval from (40:00) to (44:59) are settled without taking injury time into account.
- Bets on the interval from (85:00) to (89:59) are settled without taking injury time into account.
- For the interval from (10:00) to (19:59), if a goal is scored in the 20th minute, the goal is counted as having been scored in the (10:00) to (19:59) time interval.

28. Bets on "First To Happen" markets are settled in the following way:

- Throw-in, corner and goal kick are settled based on the time a player actually completes the action.
- Foul, card, offside and goal are settled based on the time the event occurs.
For the intervals 41:00-45:00 and 86:00-90:00, statistics comparisons are calculated without the inclusion of added time. Bets on "First/Last To Happen" are settled with added time included.

29. Bets on "1 Minute Markets" are settled in the following way: throw-in, corner, goal kick, foul, card, offside, goal are settled based on the time the event is declared. For the intervals 41:00-45:00 and 86:00-90:00, statistics comparisons are calculated without the inclusion of added time.

30. The bet "Player To Score A Goal" is settled as a win if the player enters the field of play and scores a goal. Own goals are not counted. If the player does not enter the field of play, the bet is settled at odds of 1.00. Pre-match bets. Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).

Live bets. If a player enters the field of play and the "To Score a Goal" bet is offered on that player, then such bets are settled according to the player's performance.

31. The bet "Player To Score First Goal" is settled as a win if the player enters the field of play and scores the first goal. Own goals are not counted. If the player enters the field of play after the first goal has been scored or does not enter the field, bets on them are settled at odds of 1.00.

32. The bet "Player To Score A Goal At Any Time" is settled as a win if the specified player scores a goal in regular time.

33. Bets on "Player To Score Under/Over 0.5" are valid for players included in the starting lineup. Bets on players who are substituted are settled at odds of 1.00.

34. For bets on "First/Last Goal Time", if a match is abandoned before the first goal is scored, all bets placed on the first goal being scored in a particular time period (e.g. 01:00-30:00), up to but not including the time the match was interrupted are settled as losses.

35. **For bets on "A Player To Score Two Goals (A Hat-Trick)"**, the bettor must predict whether a particular player will score exactly 2 goals, 3 goals (hat-trick), or 4 goals (poker). Own goals are not counted. If a hat-trick is scored, bets on "A Player To Score Two Goals" are settled as a loss.

36. **For bets on "Penalty Awarded - Yes/No"**, the bettor must predict whether a penalty kick will be awarded in a match.

37. **The bet "Penalty Awarded And Sending Off - Yes"** is settled as a win if a penalty is awarded or a player is sent off in a match.

38. For bets on "**HT - W1XW2**", bets are accepted on the first half.

For example, the bet "2 To Win The First Half - Yes" is settled as a win if Team 2 win the first half.

39. For bets on "**Multi Corners**", the number of corners in the first half is multiplied by the number of corners in the second half. For example, if there are 5 corners in the first half and 7 corners in the second half, the result will be $5 \times 7 = 35$.

40. The bet "**Penalty Shoot-Out Win 2 - Yes**" is settled as a win if there is a penalty shootout and

Team 2 wins. The bet is settled as a loss if there is no penalty shootout or the opposing team wins it.

41. **"Highest Scoring Period".**

"Highest Scoring Half - 1st Half" - more goals scored in half 1 than in half 2.

"Highest Scoring Half - 2nd Half" - more goals scored in half 2 than in half 1.

"Highest Scoring Half - Draw" - same number of goals scored in half 1 and half 2.

42. **For bets on "To Score/Not Score A Penalty"**, the bettor must predict whether or not a penalty will be scored. If there are no penalties in a match, bets on "To Score A Penalty -Yes " and "To Score A Penalty - No" are settled as losses.

For example, the bet "Team 2 To Score A Penalty - No" wins if Team 2 is awarded a penalty and does not score it. The bet loses if Team 2 is not awarded a penalty, or if Team 2 scores a penalty.

"Team 2 Score Their First Penalty - Yes". For bets on whether a team will score their first penalty, the bettor must determine whether a team will score the first penalty they are awarded. If no penalties are awarded, the bets "To Score Their First Penalty - Yes" "To Not Score Their First Penalty - Yes" are settled as losses.

43. For bets on "Free Kick" markets, both direct and indirect free kicks are counted (including free kicks after an offside).
44. Tackles. To settle this type of bets, stats published on <https://whoscored.com> are taken into account.
45. "Dribbling" and "Aerial Duels". Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
46. **Bets on "Home Team - Away Team" are settled at the end of the tournament.**
Home (goals) - Away Team (goals) , Draw 2-2 - Yes" is settled as a win if at least one game in the tournament ends with a score of 2:2.
Home (goals) - Away Team (goals) , 1st Goal From 1 To 5 Min - Yes" is settled as a win if in at least in one match in the tournament, the first goal is scored between the 1st and 5th minutes.
Home Team (goals) - Away Team (goals), HT-FT W2W1 Or W1W2 - Yes" is settled as a win if in at least one match in the tournament, the team in the lead changes.
47. For bets on "Has The Ball At The Final Whistle", the bettor must predict which team's player will be in possession of the ball when the final whistle is blown.
48. For bets on a certain player, such as **"First To Happen"**: (Kosta D.) To Not Score A Penalty; (Kosta D.) Y/C Or Sending-Off; (Kosta D.) To Be Substituted; (Kosta D.) To Score A Goal, the winning bet is the one that correctly predicts which event will occur first. For example, if Kosta D. is shown a yellow card in the 15th minute, scores a goal in the 30th minute, and is substituted in the 40th minute, the bet "(Kosta D.) Y/C Or Sending-Off" is settled as a win, while all other outcomes are settled as losses. If the player does not enter the field of play, all bets on them are refunded (settled at odds of 1.00).
49. Bets on "Position Of Goalscorer" are settled based on the official position of a player according to the "Position" information available at <http://www.transfermarkt.co.uk/>. For international matches, player positions are determined according to information on starting lineups from official tournament websites.
50. For bets on "Main Referee To Watch Video Footage - Yes/No" the bettor must predict whether the referee will consult the VAR screen.
For bets on "VAR To Be Used - Yes/No", VAR is deemed to have been used if one of the following occurs on the video broadcast:
- the referee makes the video review hand gesture (draws a rectangle)
 - the referee consults the VAR screen

51. **Accumulator outcomes**

An accumulator is a bet which includes two or three outcomes, for example: Goals Under 2.5 and Cards Under 4

W2 and Corners Under 10 and Cards Under 4.

For an accumulator bet to be settled as a win, all the outcomes in the bet must be predicted correctly.

Bets on matches are accepted and settled based on regular time plus official added/injury time. Extra time is not counted.

If one of the bets is predicted correctly, the accumulator is not refunded (settled at odds of 1.00). For example, an accumulator with the bets "Corner Kicks Under 10 and Cards Under 4" is settled as a loss if there are 9 corner kicks and 4 cards in the match statistics.

52. **Special bets. "Next Head Coach To Resign"**. If more than one head coach resigns in a single day, the resignation that was reported first on the team's official website is considered to be the first. All bets placed after the head coach's resignation are settled at odds of 1.00. The time and date of the resignation are taken from the official website of the team which has ended its contract with the head coach.
53. **Head Coaches**. Coaches who are appointed to the post of head coach are not taken into account.
54. **Players**. Players out on loan are not taken into account.
55. **For bets on penalty shootouts**, if the 5th penalty is not taken due to the situation in the match:
- The bet "Team 2 To Score 5th Penalty - No" is refunded.
 - The bet "Team 2 To Score 5th Penalty - Yes" is refunded.
56. For bets on **"Player To Score First Goal And Team To Win With Score"**, the bettor must predict which player will score the first goal and the match score at full time (including the added time). If the player in question does not play in the match or has entered the field after the first goal has been scored, bets on them are settled at odds of 1.00. If the first goal is an own goal, bets on the player who scores the goal are settled at odds of 1.00. If the match is interrupted after the first goal has been scored and is not completed within the period stipulated by the rules, bets on the player who scored this goal are settled at odds of 1.00.
- Bet 1: "Adam Lallana To Score First Goal and Team 1 To Win With Score 1:0 - Yes"
- Bet 2: "Dejan Lovren To Score First Goal and Team 1 To Win With Score 1-0 - Yes"
- Example 1:**
- Adam Lallana scores the first goal and Team 1 wins with a score of 1:0:
- Bet 1 wins.
- Bet 2 loses.
- Example 2:**
- Adam Lallana does not play and Team 1 wins with a score of 1:0:
- Bet 1 is refunded.
- Bet 2 loses.
57. **8v8 Football**. Each match consists of two equal halves of 30 minutes each (unless agreed otherwise by the referee and both participating teams). Any agreement on changes to the playing time (e.g. reducing each half to 25 minutes because of insufficient lighting) must be reached before the game begins and must comply with the rules of the competition.
- Half-time** can last no longer than 10 minutes. The duration of half-time may vary according to agreements made between the referee and the two teams.
- The duration of added time** can only be determined by the referee.
- Extra time is awarded for **10-meter kicks** at the end of each half of regulation or added time.
- Extra time**. The game rules may allow for the addition of two extra halves of equal duration.
58. **"To Finish Higher At The End Of The Tournament (Players)"**. These bets are settled based on the following criteria, in order of importance: goals scored in the tournament; the most assists in the tournament; fewest minutes played in the tournament. Extra time is included, but penalty shootouts and own goals are not.
59. **Alternative matches**. For these bets, the results of teams in specified matches are compared.

If a match is postponed (does not take place), or if one team wins by default, bets on alternative matches are settled at odds of 1.00 (refund).

Alternative doubles. All the teams listed in this type of market play at the same time. The final scores of the specified teams are taken into account.

Example:

“Eintracht/Borussia - Schalke/Hoffenheim Total Under 2.5”

If Eintracht - Schalke finishes with the score 0:0 and Borussia - Hoffenheim finishes with the score 2:1, the total score for **Eintracht - Borussia** is (0+2=2). The total score for **Schalke - Hoffenheim** is (0+1=1). The total score of the double match **Eintracht/Borussia - Schalke/Hoffenheim** is 2+1=3. The first double wins by 1 goal. The total of this alternative double match is 3 goals.

60. **Alternative outcomes. Total points received for cards shown in the match.** For this bet, the bettor must predict the number of points, awarded for cards shown, scored by teams in the match. Bets are accepted based on regulation time.

- Only cards shown to players on the pitch are counted.
- Each yellow card is worth 10 points.
- Each red card is worth 25 points.
- The maximum number of points scored for a second yellow is 25 points, which is awarded if a red card is shown straight after a yellow.

61. **Alternative outcomes. For bets on “Team Points”**, the bettor must predict the number of points a team will score in a match. Bets are accepted based on regulation time. Only red cards shown to players on the pitch are counted. A corner kick that is retaken is not counted as another corner kick and 3 more points are not awarded.

Points are awarded in the following way:

- Each goal scored is worth 10 points
- A win to nil is worth 5 points
- Each corner is worth 3 points
- Each red card is worth - (minus) 10 points

62. **Alternative outcomes. “Points In First 5 Minutes”**. Bets placed on the first 5 minutes are settled based on events between 0:00 and 4:59.

- A retaken corner kick (etc.) is only counted once.
- A penalty which is retaken by decision of the referee is only counted once.
- The maximum number of points for a second violation is 10 points, which is awarded if a red card is shown immediately after a yellow. Only cards shown to players on the pitch count.

Points are awarded in the following way:

- Each goal is worth 10 points
- Each corner is worth 3 points
- Each penalty awarded is worth 10 points
- Each card shown is worth 5 points

63. **Alternative outcomes. For bets on “Total points In The match”**, the bettor must predict the number of points that will be scored by the teams in a match.

- A retaken corner kick (etc.) is only counted once.
- A penalty which is retaken by decision of the referee is only counted once.
- The maximum number of points awarded for a second violation is 13, which is awarded if a red card (10 points) is shown immediately after a yellow card (3 points). Only cards shown to players on the pitch are counted.

Points are credited in the following way:

- Each goal scored is worth 10 points
- Each corner is worth 3 points
- Each awarded penalty is worth 10 points

- Each yellow card shown is worth 3 points
 - Each red card shown is worth 10 points
64. **Cards. Statistics.** Bets are settled based on regulation time. Only cards shown to players on the pitch are counted.
- “First Card”.** Bets are settled based on events that occur within a particular time period in the match. Red or yellow cards must be shown within the specified time period in the match. If a card is not shown within the specified time period, it is not counted.
- “Total Cards”.** Added time and injury time are counted. Extra time is not counted, unless otherwise specified. Only one card is counted for a second violation, i.e. if a red card is shown immediately after a yellow, which means that the maximum number of cards that can be shown to one player, is 2.
- “Last Card”.** If no cards are shown in a match, the winning bet is “No Cards”. Other bets are settled as losses. If two or more players are involved in the same incident, the bet is settled according to the last card shown.
65. **“Duel Of The Referees”.** Each action on the part of the refereeing team is assigned a particular number of points, which are used to calculate scores for bets.
- Points are awarded as follows:
- Yellow card – 1 point. 2 yellow cards resulting in a red card are not added together (Y/C + Y/C = R/C = 2 points).
 - Red card – 2 points.
 - Offside call – 0.5 points.
 - Penalty awarded – 3 points.
- Bets may be refunded in the event that the main referee is substituted or if the match starts but is not completed (with the exception of markets whose outcomes had been determined by the time the match was interrupted).
66. For bets on “Time Periods With No Goals”, the duration of time period with no goals is calculated as the difference between the minute of the first goal and the beginning of the match, between the minutes of any goals scored subsequently, and between the end of the match and the minute of the last goal. The beginning of the match is considered to be 0 min. Goals scored in official added time are considered to have been scored in the 45th and 90th minutes, respectively. If no goals are scored in a match, the time period with no goals is considered to be 90 minutes. For example, if 3 goals are scored in a match; in the 10th, 30th and 90th minutes, then there were only 4 time periods with no goals in the match: 10 minutes (from 0 to 10th minutes), 20 minutes (from 10th to 30th minutes), 60 minutes (from 30th to 90th minutes) and time period of 0 minutes (from 90th to 90th minutes).
67. For bets on “Best Player Of The Match”, if the player in question is not included in the starting lineup, but does play in the match, bets on them remain valid. If the player does not play in the match, bets on them are settled at odds of 1.00. If information is not available on the official tournament website, bets are settled based on information from <https://ru.whoscored.com>.
68. The medical team is only deemed to have entered the field of play if they have permission from the referee to do so and if they actually provide medical assistance to a player on the pitch (applying dressings, treating a sudden loss of blood circulation, cardiopulmonary resuscitation, medical evacuation, etc.). In the event that two medical teams are called in by the referee - one to each team - this will be counted as a single medical team entering the field of play.
69. Multi goal - it is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.

10.27. Futsal

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

10.28. Field hockey

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

10.29. Bandy

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

12 minutes each.

10.30. Ice hockey

1. Pre-match bets are accepted on:
 - Regular time (60 minutes total, 3 periods of 20 minutes each)
 - Regular time including OT (labeled "OT")
 - Regular time including OT and penalty shots (labeled "OT and shootouts").
2. Live bets are accepted on regular time only. Live bets on NHL and KHL matches are accepted on:
 - Regular time
 - Regular time including OT (labeled "OT")
 - Regular time including OT and penalty shots (labeled "OT and shootouts").

Example 1: Buffalo Sabres - Toronto Maple Leafs (OT and shootouts). In this case, bets are accepted on regular time including OT and penalty shots. If the match ends with a score of 2:3 (1:0, 1:1, 0:1, 0:0, 0:1), all bets are settled based on the final score of 2:3. The total for this match is 5.

Example 2: Buffalo Sabres - Toronto Maple Leafs (OT). In this case, bets are accepted on regular time including OT. If the match ends with a score of 2:2 (1:0, 1:1, 0:1, 0:0), the total for the match is 4. Bets on Team 1 or Team 2 to win are settled as losses.

Example 3: Buffalo Sabres - Toronto Maple Leafs. In this case, bets are accepted on regular time only. If the match ends with a score of 2:2 (1:0, 1:1, 0:1), the total for the match is 4. Bets on Team 1 or Team 2 to win are settled as losses.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 55 minutes for bets to be deemed valid. In this case, all bets are settled based on the results at the time the match was interrupted.
5. Teams in the NHL, AHL, CHL, OHL, WHL, and the North American ECHL can be stated in the order (home-away), or in reverse order. Teams stated in the reverse order do not constitute grounds for bets to be refunded.
6. For bets on "Total", all goals scored in penalty shootouts are counted as 1 goal for the purposes of settling bets on a match including a penalty shootout.
7. "Goal From 1 To 7 Minute". If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
8. Bets on "To Be Higher At The End Of The Tournament", "Winner of the Tournament", "Winner of the Group", "Scored Points", "Scored Goals" and "Goals Conceded" are settled according to the final standings according to the organizing authority.
9. Bets on "Highest Scoring Period" are settled as losses if the periods being compared end with the same result.
10. Bets on "Top Goalscorer If The Tournament" are settled based on official goal and assist statistics. All bets are accepted including overtime but not including penalty shootouts. If a player does not take part in a tournament, bets on them are settled at odds of 1.00. If several players score the same number of goals, bets are settled at odds of 1.00.
11. For bets on "To Win And Total Over/Under)", the bettor must predict which team will win a match and whether the number of goals scored will be higher or lower than the number specified in the sportsbook. Bets on NHL and KHL matches are accepted on regular time and penalty shootouts are not counted, unless otherwise specified in the sportsbook. Bets on other leagues and international competitions are accepted on regular time, unless otherwise specified.

12. For bets on "Race To Three Points (Five, etc.)", the bettor must predict which player will be the first to score the specified number of points in a match. If a player withdraws for any reason before they or their opponent has scored the specified number of points, bets are settled at odds of 1.00.
13. The bet "Team 2 To Win In OT - No" is settled as a win if no overtime is played in the match or if Team 2 loses in OT. Bets on one team to win including penalty shootouts are settled in the same way.
14. Bets on "To Win In Added Time" are settled based on the result in OT.
If the game ends with a score of (0:0, 1:1, 1:0), the bet is settled as a loss.
If the game ends with a score of (0:0, 1:1, 0:0; 0:1), the bet is settled as a win.
If the game ends with a score of (0:0, 1:1, 0:0; 0:0; 1:0), the bet is settled as a loss.
15. Bets on "**Total Penalty Time**" are settled based on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) which are specified in the final match report are taken into account for the purposes of settling bets. The number of penalty minutes can only be determined based on the official match report. Bets on "**Total Minor Penalties**" are settled based on the number of minor penalties given to players.
16. For bets on "Shots On Target", the number of shots on target can only be determined according to information in the official match report.
17. For bets on "Player Individual Total (ice hockey)", the bettor must predict the individual total of a player with both goals and assists included. All bets on player individual totals are accepted with overtime included, but not including penalty shootouts. If a player does not take part in a match, bets on them are settled at odds of 1.00.
18. Bets on "To Score First And Win The Match" on NHL and KHL matches are accepted on regular time only.
19. The bet "Team 1 To Score First And Win The Match - No" is settled as a win if Team 1 does not score the first goal or win the match.
20. "Total Between 6 And 8 - No".
Examples:
"Total Between 6 And 8 - No". Game score (2:3) - total=5 - the bet wins.
"Total Between 6 And 8 - No". Game score (3:4) - total=7 - the bet loses.
21. For bets on "Total Goals Scored During Powerplay", the bettor must predict the total number of goals that will be scored during power play.
For example, if Team 1 scores 1 goal during power play and Team 2 scores no goals during power play, only 1 goal has been scored during powerplay.
The bet "Total Goals Scored During Powerplay Under 1.5" is settled as a win.
The bet "Total Goals Scored During Powerplay Over 1.5" is settled as a loss.
22. The bet "Empty Net Goal Will Be Scored" is settled as a win if the goalkeeper is not on the ice at the time a goal is scored (substituted for an extra attacker).
23. For the bet "Total Hat-Tricks Over 0.5", only goals scored are counted (passes are not included).
24. "Highest Scoring Period"
"Highest Scoring Period - 1" means that more goals will be scored in the 1st period than in the 2nd or 3rd period.
"Highest Scoring Period - 2" means that more goals will be scored in the 2nd period than in the 1st or 3rd period.
"Highest Scoring Period - 3" means that more goals will be scored in the 3rd period than in the 1st or 2nd period.
"Highest Scoring Period - Draw" means that the same number of goals will be scored in at least two periods.

25. Bets on KHL Nadezhda Cup matches are accepted on regular time only. The match result is determined at the end of regular time (a draw is possible).
26. **"To Be Higher At The End Of The Tournament"**. These bets are settled based on the following criteria, in order of importance: stage of elimination, conference position, regular season points, regular season goal difference, regular season goals scored.
27. Bets on "Winner In The Match" are settled according to the regulations of tournament. For example, bets on NHL matches are settled including OT and penalty shootouts.
28. **Alternatif maçlar**. Bu tür bir etkinlikte, takımların belirtilen maçlardaki sonuçları karşılaştırılır (sadece normal süre). Bir takım herhangi bir maçı kaybederse, alternatif maçlara yapılan bahisler 1.00 oranında sonuçlandırılır (iade edilir)
Example: Alternative match. "Avangard - Sibir Total Over 5.5". If the real matches end with the following scores: Avangard - Salavat Yulaev 4:1; Metallurg - Sibir 1:2, the score for the alternative match **Avangard - Sibir** is 4:2. The bet is settled as a win because the total for the alternative match is 6.
29. **Alternative doubles**. All the teams listed in this type of event play at the same time. The final scores of the matches featuring the specified teams are taken into account for the purposes of settling bets.
Example:
Torpedo/SKA - Dinamo/CSKA Total Over 7.5. If Torpedo - CSKA ends with a score of 3:2 and SKA - Dinamo ends with the score 2:1, the total score for Torpedo/SKA is 3+2=5. The total score for Dynamo/CSKA is 2+1=3. Therefore, the total score for the double match Torpedo/SKA - Dynamo/CSKA is 5:3. The total for the alternative double match is 8 goals.
30. For bets on **"Top Goalscorer"**, the following criteria are taken into account, in order of importance: tournament points scored, goals scored, matches played (not including OT and penalty shootouts).
31. For bets on **"VAR To Be Used"**, any review of a disputed event is taken into account.

10.31. Bowls

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

10.32. Chess

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

4. If a game ends in a draw, all handicap bets are deemed void.

10.33. Formula 1, Motorcycle Racing

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

10.34. Lacrosse

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

10.35. Politics

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

10.36. eSports

1. All total and handicap bets on Counter-Strike rounds are settled with overtime taken into

account.

2. If one player or team is eliminated for any reason, they are deemed to have lost any remaining rounds/maps.
3. If a match is postponed by 24 hours or more, bets on it are settled at odds of 1.00.
4. If there is a misprint in the name of a player or team, bets remain valid, even if a player is using a smurf account.
5. In the event that a match is stopped by the administrator and a rematch is declared, the result of the match that was stopped is not taken into account for betting purposes.
6. Handicap and totals for a match are given in terms of maps, except in cases where there is a total or handicap for a specific map, or where a match is being played on a best-of-one basis.
7. For bets on "Map Ends In Daytime" the in-game time of day is taken into account. The first day in the game starts at 0:00 and changes between night and day every 4 minutes. The artificial night-time caused by the Night Stalker hero is considered to be daytime.
8. Bets on individual totals in Rainbow Six are accepted without the inclusion of overtime. If overtime is played, all bets are settled based on a score of 6-6.

10.37. Olympics

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

10.38. Winter Sports

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

10.39. Gaelic Football, Hurling

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

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

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

10.40. Weather

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

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

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

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

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

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

10.41. Futsal 4x4

1. Both goals must be equipped with a net. The absence of court markings (either full or partial) does not constitute grounds for a match to be canceled.
2. Matches feature 2 teams of no more than 4 players each.
3. Teams can make an unlimited number of substitutions. Players who have been substituted may later re-enter the field of play.
4. If there are more than 4 players from either team on the pitch at any one time, the last player(s) to enter the field of play will receive a yellow card.
5. Matches last for 2 halves of 13 minutes each (actual playing time).
6. If, from a throw-in, the ball touches a player from the opposing team and goes into the net, this is counted as a goal.
7. The team that scores the most goals in a match is deemed to be the winner. If both teams either score an equal number of goals, or if no goals are scored, the match ends in a draw.
8. Players are sent off for 2 minutes if they receive a red card. Once this time has passed, they can be replaced on the pitch by another player.
9. A free kick is awarded to a team in the event that a player from the opposing team commits any of the following infringements and the referee deems their actions to be either careless, reckless or excessively aggressive: kicking/attempting to kick an opponent, tripping/attempting to trip an opponent, stamping on an opponent, hitting/attempting to hit an opponent with their

hand, pushing an opponent, or engaging in a tackle where there is physical contact. Free kicks are awarded from the spot where the infringement in question took place.

10. A penalty (a shot at an open goal from the halfway line) is awarded to a team if the opposing team commits 3 fouls in one half (a penalty is awarded after the 4th foul) or if a player handles the ball in the penalty area.
11. The penalty area has a radius of 50 cm. With the exception of the goalkeeper, players cannot use their hands to defend the goal. No more than one player can be in the penalty area at any time.

10.42. Esports Football

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

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

10.43. Esports Basketball

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

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

- Handicap
- Total (Over/Under)
- Team Total (Over/Under)

10.44. Esports Ice Hockey

Esports ice hockey means a broadcast of a multiplayer ice hockey simulator game. Bets are accepted on the Stanley Cup.

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

10.45. Counter-Strike

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

- Team Total (Over/Under)
- Bomb Planted
- Winner In Round
- Round Total
- Round Handicap
- Total Headshots In Round
- Total Frags* In Round
- Total Frags In Round (Even/Odd)
- Method Of Win In Round
- Round Duration
- Bomb Defused
- Round Win
- First Frag* In Round - Team
- Suicide** In Round
- Total Headshots*** In Round
- Win To Nil In Round

**Frag - point awarded for killing of an enemy*

***Suicide - death by falling from a height, death from a bomb*

****Headshot - shooting another player in the head*

10.46. Esports UFC

Ultimate Fighting Championship is a mixed martial arts competition.

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

10.47. World of Tanks

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

1. All bets are settled once the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.

3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. Bets are accepted both pre-match and live. All matches are streamed online.
7. The winning team is the team that destroys all enemy tanks (15) or captures the enemy base.
8. If a match ends with both bases captured or if neither team destroys all the enemy tanks, the match ends in a draw.
9. Bets are accepted on a random tank battle in the multiplayer online game "World of tanks", where players are selected at random.
10. Each team's score is calculated based on the number of enemy tanks destroyed by any means.
11. **Available bets:**
 - Winner
 - Handicap
 - Total (Over/Under)
 - Flag Captured

10.48. Esports Tennis

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

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

10.49. Dota 2

1. Bets can be placed on streams of the multiplayer games Dota 2 and League of Legends.
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare

such bets void.

3. Bets are accepted both pre-match and live. All matches are streamed online.
4. Dota 2 and League of Legends bets on a team to win a map or match are settled based on one team's throne or nexus being destroyed.
5. The match is considered void if it lasts less than 15 minutes.
6. The match is considered void if one player leaves the game before "First Blood".
7. One or more players leaving a game before it has been completed does not constitute grounds for bets to be refunded. Bets are settled regardless.
8. Bets are accepted on a random match, streamed online and played by real random players.
9. **Available bets:**
 - W1 and W2 – the winner is the team that destroys the opponent's throne
 - Total Frags Over/Under – a team's total frags at the end of a game
 - Frags, Race To – the first team to reach the specified number of frags wins the race
 - Who Will Beat Roshan – a bet on which team will be the first to kill Roshan
 - First Blood – a bet on which team will score the first frag

10.50. Worms

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

10.51. Esports WWE

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

1. All bets are settled after the actual end of the event in question.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason

to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.

5. Bets are accepted both pre-match and live. All matches are streamed online.

6. The ring is a raised platform enclosed by ropes.

7. **Available bets**

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

10.52. Esports Cricket

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

10.53. Mortal Kombat X

1. Bets are accepted on competitions between two opponents played up to 5 victories. A maximum of 9 individual fights can be played.
2. All bets are settled after the actual end of the event in question.
3. The winner is the fighter who kills their opponent.
4. The maximum stake is determined for each individual event by the betting company.
5. Minimum and maximum stakes may be changed without prior notification being given to users.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. Bets are only accepted live. All matches are streamed online.
8. **Available bets**
 - **On a round:**
 - Winner In Round
 - Round Duration* (Over/Under)
 - Flawless Victory - Yes/No (the winner takes no damage from their opponent)
 - Types of finishing move: Brutality, Fatality or no Fatality (Faction Kills are considered Fatalities).

The duration of a round is the number of seconds elapsed since the start of the round, which is calculated by subtracting the lowest number shown on the 90-second countdown timer (the standard number on the timer at the start of a round) from 90. Example: if the countdown stops on 74, the duration of the round is $90 - 74 = 16$ seconds.
 - **On a tournament:**
 - Tournament Winner
 - Total (Over/Under)
 - Fighter Total (Over/Under)
 - Total Finishing Moves by type (Over/Under).

10.54. Esports Golf

1. Esports Golf means a stream of a golf simulator.
2. All bets are settled after the actual end of the event in question.
3. The maximum stake is determined for each individual event by the betting company.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
5. Matches involve two players who play four holes each.
6. The player who completes all four holes in the fewest strokes is deemed the winner. If both players take an equal number of strokes, the match ends in a draw.
7. The player who takes the fewest strokes on a single hole is deemed to have won that hole. If both players take the same number of strokes, the match ends in a draw.
8. A par is assigned to each of the four holes. Par is the number of strokes that a player must make to complete the hole according to the rules. The par for each hole is shown in the table of results. Bets can be placed on the market "Total Over/Under Par".

9. The result of a match is determined according to the final statistics table. Issues with the game's graphics do not constitute grounds for bets to be refunded.

10.55. Esports Baseball

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

10.56. Street Fighter V

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

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

10.57. Esports Pool

TOURNAMENT: EIGHT-BALL POOL.

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

10.58. 21

Card game 21

1. Card game 21 is a variation of the classic game. At the start of a game, the player and the dealer both receive two cards each, in turn, in the following order: player-dealer-player-dealer. If one of them scores 21 points with their first two cards, the game is over and the players compare points. Otherwise, the player has the right to take one additional card at a time until they decide to stop, they have 5 cards in their hand, the total value of their hand is equal to 21, or they score more than 21 points (bust). If a player goes bust, they automatically lose. In all other cases, the dealer takes their turn. The dealer must keep taking cards until their hand has a score of 17 points or more, they have 5 cards in their hand, or their hand has a higher score than the player. If the dealer goes bust, they lose. In all other cases, the points scored by the

player and the dealer are compared. The winner is the participant who scores more points than their opponent. If both participants score the same number of points, the game ends in a draw. 21 is played with a 36-card deck. The cards rank as follows: 6, 7, 8, 9, 10, J, Q, K, A. The value of the cards according to their rank are as follows: 6, 7, 8, 9, 10, 2, 3, 4, 11. A "Golden Point" is a winning combination when the player or dealer holds two Aces in their hand. A golden point counts as 21).

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

Classic card game 21

1. At the start of a game, the player and the dealer each receive one card. The dealer's card is placed face down on the table, so that the value of the card cannot be seen. The player then takes one additional card at a time until they decide to stop, they have 5 cards in their hand, the total value of their hand is equal to 21, or they score more than 21 points (bust). If the player scores 21 points, they automatically win. If the player goes bust, they automatically lose. In all other cases, the dealer then takes their turn. The dealer turns over their first card and then takes additional cards. The dealer must keep taking cards until their hand has a score of 17 points or more, or they have 5 cards in their hand. In all other cases the number of points scored by the player and the dealer are compared. The winner is the participant who scores more points than their opponent. If both participants score the same number of points, the game ends in a draw. Classic 21 is played with a 36-card deck. The cards rank as follows: 6, 7, 8, 9, 10, J, Q, K, A. The value of the cards according to their rank are as follows: 6, 7, 8, 9, 10, 2, 3, 4, 11. There are two special combinations in the game that count as 21:
 - two Aces in the hand ("Golden Point")
 - five picture cards (J, Q, K) in the hand ("Five Pictures")
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void. In the event of any software failures, the game may be interrupted, in which case all unsettled bets will be refunded.
3. Available bets:
 - Winner
 - Total (Over/Under)

- Individual Total (Over/Under)
- 21 Points Will Be Scored (Yes/No)
- Dealer/Player To Score 21 Points (Yes/No)
- Will There Be "Golden Point"
- Player/Dealer To Receive "Golden Point"
- "Five Pictures" (21 Points)
- Player/Dealer To Have "Five Pictures" (21 Points)
- Bust (Yes/No)
- Dealer/Player To Go Bust (Yes/No)
- Exact Number Of Cards
- Dealer/Player To Get Card (Suit)
- Dealer/Player To Get Card (Rank)

Dota 21. First to 3

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

10.59. DICE

1. 2 players take part in this game. They roll 2 dice in turn. The winner is the player who scores more points than their opponent. If both players score the same number of points, the game ends in a draw. Games consist of 2 rounds. In the first round, player 1 rolls 2 dice first, then player 2 does the same. The second round is played in the same way.
2. Should members of staff commit errors or should any software failures occur at the time of bet

acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.

3. The following markets are available:

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

10.60. RANDOM LEAGUE

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

10.61. League of Legends (ARAM)

1. League of Legends (ARAM) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in

the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map/match is declared once one team's nexus has been destroyed or one of the teams has surrendered.
5. Should one or several players quit the game before its completion, but after 11 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
6. A match shall be deemed abandoned if one of the players becomes inactive in the first 11 minutes of the game or goes offline before 11 minutes have elapsed.
7. A match shall be deemed abandoned if it lasts less than 11 minutes.
8. A random match is streamed online. Real random players participate.
9. THE FOLLOWING MARKETS ARE AVAILABLE:
 - W1 and W2;
 - Total Frags;
 - Team To Be The First To Destroy Inhibitor;
 - Total Even/Odd.

10.62. League of Legends (Classic mode)

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

10.63. MARBLE FOOTBALL

1. Marble football involves the streaming of a marble football match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.

4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble football matches are streamed online.
7. **Rules:**
 - A match consists of two halves.
 - A team receives a point for scoring a goal at either end of the pitch.
 - Total Team Points is equal to the number of goals scored in both halves.
8. **Rules for determining a goal:**
 - If a marble is in the goal area and has stopped moving, it counts as a goal.
 - If a marble enters the goal area and then leaves it, it does not count as a goal.
 - If a marble is on the goal line, it counts as a goal if most of the marble (relative to the center of the marble) has crossed the line.
 - Disputes related to determining a goal are resolved by the organizer of a competition. The final score is displayed on a scoreboard in the video stream.
9. **Available bets on the whole match (bets are settled according to the final score of a match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Both Teams To Score Yes/No
 - Score Draw Yes/No
 - Correct Score
 - HT-FT
 - Scores In Each Half
 - Either Team To Win To Nil Yes/No
 - Team To Win To Nil Yes/No
 - Goals Scored In Both Halves Yes/No
 - Team To Win By Exactly One Goal Or To Draw Yes/No
 - Draw In At Least One Half Yes/No
 - Draw In Both Halves Yes/No
 - Each Team Will Score Over/Under – Yes/No
 - Total Goals In Interval
10. **Available bets on a half (bets are settled according to the score of the relevant given half):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Both Teams To Score Yes/No
 - Score Draw Yes/No
 - Either Team Win To Nil Yes/No

- Team To Win To Nil Yes/No
- Team To Win By Exactly One Goal Or To Draw Yes/No

10.64. MARBLE BASKETBALL

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

10.65. MARBLE GOLF

1. Marble golf involves the streaming of a marble golf match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection

individually.

4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble golf matches are streamed online.
7. **Rules:**
 - A match consists of three rounds.
 - A team receives points if their ball lands in the hole.
 - There is a flag above each hole, which shows both the number of the hole and the amount of points.
 - Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **Rules to determine whether a ball has landed in a hole:**
 - A team is awarded points if the ball goes into a hole.
 - In each round, up to 5 balls may land in the 5th hole. However, no more than 1 ball can land in any of the other holes.
 - Disputes regarding whether a ball has landed in a hole or not are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - No Draws To Occur Yes/No
 - Clear Victory Yes/No
 - Team To Win In Every Round Yes/No
 - Total Balls In A Hole
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Either Team To Win To Nil Yes/No
 - Team To Win To Nil Yes/No
 - Total Balls In A Hole

10.66. MARBLE SHOOTING

1. Marble shooting involves the streaming of a marble shooting match.
2. All bets are settled after the end of an event.

3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble shooting matches are streamed online.
7. **Rules:**
 - A match consists of three rounds (stands).
 - A team is awarded points if their ball lands in any zone (each zone contains a marker which indicates how many points a team will receive if their ball lands in this zone).
 - Teams' points totals are equal to the number of points they've earned at all stands.
 - Results refer to the first competitor's performance. Therefore, "Three Wins -Yes" refers to the first competitor winning 3 times and "Three Defeats - Yes" refers to three wins for their opponent.
 - For bet settlement purposes, a number is only deemed to be even if it is divisible by 20. For example, 350 points will be considered to be an odd number as it cannot be divided by 20.
8. **Rules for determining whether a ball has landed in a zone:**
 - A team is awarded points if their ball lands in a zone.
 - Some balls can be shot out of the playing zones. If this happens, these balls will not earn points in this round.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
 - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No
 - Rounds Results
 - Draw In At Least One Round
 - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Total Balls In a Zone
 - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
 - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No

10.67. MARBLE FIDGET SPINNERS

1. Marble Fidget Spinners involves the streaming of a marble fidget spinners match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Fidget Spinners matches are streamed online.
7. **Rules:**
 - A match consists of three rounds.
 - Teams receive a point for getting a ball into a hole.
 - The hole number and the number of points are indicated near each hole.
 - A team's total points are equal to the number of points they earned in all the rounds.
8. **Rules for determining whether a ball has gone into a hole:**
 - The ball is counted as having gone in if it ends up inside a hole.
 - Disputes over whether a ball has gone into a hole are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Team To Win To Nil Yes/No
 - Total Balls In Hole
10. **The following markets are available on a round (bets are settled according to the score of the given round):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Team To Win To Nil Yes/No
 - Total Balls In Hole

10.68. MARBLE BILLIARDS

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

5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble Billiards matches are streamed online.
7. **Rules:**
 - A match consists of two games.
 - Teams receive one point for each potted ball.
 - The pockets are numbered from left to right: 1, 2 and 3 are the upper pockets, and 4, 5 and 6 are the lower ones.
 - A team's total points are equal to the number of points they earned in both games.
8. **Rules for determining whether a ball has been potted:**
 - A ball is counted as having been potted if it ends up inside a pocket.
 - Disputes over whether a ball has been potted are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Ball To Be Potted In A Corner Pocket Yes/No
 - Ball To Be Potted In A Central Pocket Yes/No
 - Team To Win To Nil Yes/No
 - Number Of Balls In A Pocket
10. **The following markets are available on a game (bets are settled according to the score of the given game):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Ball To Be Potted In A Corner Pocket Yes/No
 - Ball To Be Potted In A Central Pocket Yes/No
 - Team To Win To Nil Yes/No
 - Number Of Balls In A Pocket

10.69. MARBLE CURLING

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

obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Both pre-match and Live bets are accepted. All Marble Curling matches are streamed online.

7. Rules:

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

8. The winner of an end is determined according to the following rules:

- The playing area (house) is indicated by the outer circle of the target.
- Stones which are knocked out of the house are not taken into account when determining the winner of an end.
- The house is divided into 4 zones.
- The team whose stones lands closest to the button will be deemed to be the winner of an end:
 - The distance to the button is measured in zones.
 - If both teams' stones land in the same zone, the team with the most stones in this zone wins.
 - If both teams have an equal number of stones in a zone, the end will result a draw.
- Disputes regarding the winner of an end are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.

9. The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):

- Win
- Total Ends (Over/Under)
- Correct Score

10. The following bets can be placed on an end (bets are settled according to the score of the relevant end):

- To Win End
- Total Stones In House In End (Over/Under)

10.70. MARBLE COLLISION

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

6. Both pre-match and Live bets are accepted. All Marble Collision matches are streamed online.

7. Rules:

- A match consists of three rounds.
- Teams get points if their ball lands in chutes in the playing zones.
- Teams' points totals are equal to the number of points they've earned at all rounds.

8. The winner of a round is determined according to the following rules:

- The playing area is divided into 5 zones.

- If a team's ball lands in the zero (red) zone, the team doesn't get points.
 - 4 zones include 6 chutes with numbers corresponding to the number of points which will be awarded for getting into them. These zones are numbered from left to right: 1, 2 - upper, 3, 4 - lower.
 - Teams' total points for one round are equal to the number of points which they have earned in all zones.
 - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
- Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Total Even/Odd
 - Individual Total Even/Odd
 - No Draws To Occur Yes/No
 - Either Team To Win A Number Of Rounds
 - Total Points In Zone
 - Number Of Balls In A Playing Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
- Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Total Even/Odd
 - Individual Total Even/Odd
 - Total Points In Zone

10.71. MARBLE WAVES

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

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

10.72. MARBLE ROUND TARGET

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

competition. The overall score is displayed on a scoreboard in the video stream.

9. The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- No Draws To Occur Yes/No
- Team 1 To Win A Number Of Rounds (3)
- Team 2 To Win A Number Of Rounds (3)
- Total Balls In A Zone

10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Total Balls In a Zone

10.73. MARBLE SLIDES

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

7. Rules:

- A match consists of two rounds.
- A team is awarded points if their ball lands in zones.
- The number of points that a team gets corresponds to the zone number.
- A team's total points are equal to the number of points they earned in all the rounds.

8. The winner of a round is determined according to the following rules:

- The team earned the most number of points will be deemed to be the winner.
- Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.

9. The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):

- Win
- Double Chance

- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- No Draws To Occur Yes/No
- Team 1 To Win A Number Of Rounds (2)
- Team 2 To Win A Number Of Rounds (2)
- Total Balls In a Zone

10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Total Balls In a Zone

10.74. MARBLE RACE

1. Marble Race involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Race matches are streamed online.
7. **Rules:**
 - A match consists of two rounds.
 - During a round, the balls of each team push along a weight with a pointer.
 - Teams receive points for the distance covered.
 - The pointer indicates on the measurement line the distance that is covered by each team.
 - Fractional numbers are always rounded down.
 - Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
 - The team earned the most number of points will be deemed to be the winner.
 - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap

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

10.75. MARBLE MMA

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

the final score of the relevant match):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Team (..) To Win A Number Of Rounds (3)
- No Draws To Occur Yes/No

10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd

10.76. MARBLE BLOCK BREAKER

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

- Total Over/Under
- Handicap
- Individual Total Over/Under
- Total Even/Odd
- Individual Total Even/Odd
- Team Total In The 2x Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Number Of Balls In A Playing Zone
- Team () To Win () Rounds
- No Draws

10. The following bets can be placed on a round (bets are settled according to the score of the round):

- Win
- Double Chance
- Total Over/Under
- Handicap
- Individual Total Over/Under
- Total Even/Odd
- Individual Total Even/Odd
- Team () Total In The x2 Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Number Of Balls In A Playing Zone

10.77. MARBLE LOTTO

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

the final score of the match):

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

10. The following bets can be placed on a round (bets are settled according to the score of the round):

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Team () Total In The 2x Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Team () Total In The x3 Zone Over/Under
- Total In A Zone With A x3 Multiplier Over/Under
- Team () Total In The Bonus50 Zone Over/Under
- Total In A Zone With A Bonus50 Multiplier Over/Under

10.78. MARBLE BASEBALL

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

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

10.79. MARBLE VOLLEYBALL

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

- Total Over/Under
- Individual Total Over/Under
- Total Out Balls Over/Under
- Individual Total Out Balls Over/Under

11. Examples

11.1. Calculating an Asian handicap single bet

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

Below is an example of calculating an Asian handicap bet:

event	handicap
-------	----------

Villarreal CF	+0.75
---------------	-------

Real Madrid	-0.75
-------------	-------

Let the total stake of the bet be €1.20 in this example.

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

Below are some possible outcomes:

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

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

Below are some possible outcomes:

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

11.2. Calculating an Asian handicap accumulator bet

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

11.3. Calculating an Asian total bet

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

Example: a bet on Total Under 1.75 with a total stake of €100 at odds of 1.40.

For calculation purposes, the bet is split into two: Total Under (1.5) and Total Under (2). The stake is also split into two halves of €50 each.

Below are some possible outcomes:

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

Example: a bet on Total Over 1.75 with a total stake of €100 at odds of 1.40.

For calculation purposes, the bet is split into two: Total Over (1.5) and Total Over (2). The stake is also split into two halves of €50 each.

Below are some possible outcomes:

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

12. Toto-15

12.1. General terms

A Toto-15 totalizator is a game in which the organizer accepts bets, in accordance with the Toto rules and the relevant legislation, from participants on the outcomes of events offered as part of a Toto draw, and then distributes the money received in the form of stakes (the “pool”) between the winning participants.

A “Toto participant” is an individual who places a bet on a Toto in accordance with the conditions defined in these rules. Participants must be at least 21 years of age.

An “event” here means a sports competition or match.

An “outcome” is one possible result of an event offered by the organizers of the Toto for participants to place bets on.

A “Toto bet slip” is a list of 15 events and their outcomes. It is filled in by a participant in order to place a bet. A bet on “Team 1 To Win” is designated as “W1”; a bet on “Team 2 To Win” is designated as “W2”; a bet on a “Draw” is designated as “X”. Participants can select several outcomes for each event. This increases the number of selections within the bet and, consequently, increases the minimum stake.

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

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

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

The “pool” is the total amount of money received in the form of bets for the next Toto draw.

The “prize fund” is a part of the pool which is paid out to participants as winnings.

12.2. Distribution of the prize fund by category

15 outcomes correctly predicted - 10% of the prize fund

14 outcomes correctly predicted - 10% of the prize fund

13 outcomes correctly predicted - 10% of the prize fund

12 outcomes correctly predicted - 10% of the prize fund

11 outcomes correctly predicted - 10% of the prize fund

10 outcomes correctly predicted - 18% of the prize fund

9 outcomes correctly predicted - 32% of the prize fund

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

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

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

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

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

12.3. General Provisions

1. Bets on all events in a Toto draw are accepted on regular time unless otherwise specified.
2. Bets are accepted up until the start of the next draw. The start of the draw is when the first event in the Toto begins (void matches are not included). Start dates and times of events shown in the sportsbook are approximate. An incorrect start time in the sportsbook does not constitute grounds for bets to be canceled.
3. An event in a Toto is deemed void if it is deemed void according to the MelBet Terms and Conditions.
4. If an event in a Toto is deemed void, all outcomes for this event are settled as wins.
5. Jackpot distribution in case of void events:
 - 1 void event – 35% of jackpot paid out
 - 2 void events – 20% of jackpot paid out
 - 3 void events – 10% of jackpot paid out
 - 4 void events – 5% of jackpot paid out
6. If 5 or more events in a draw are deemed void, the draw is deemed void and all bets are refunded. The administration reserves the right to use part of the jackpot to ensure that the winning odds are no lower than 1.05.
7. If 3 events in a draw are deemed void, the "9 outcomes correctly predicted" category is not paid out.
 - 40% of the prize fund is paid out to the "10 outcomes correctly predicted" category,
 - 20% is paid to the "11 outcomes correctly predicted" category,
 - 15% is paid to the "12 outcomes correctly predicted" category,
 - 10% is paid to both the "13-" and "14 outcomes correctly predicted" categories,
 - 5% is paid to the "15 outcomes correctly predicted" category.
8. If 4 events in a draw are deemed void, the "9-" and "10 outcomes correctly predicted" categories are not paid out. In this case,
 - 45% of the prize fund is paid out to the "11 outcomes correctly predicted" category,
 - 25% is paid to the "12 outcomes correctly predicted" category,
 - 15% is paid to the "13 outcomes correctly predicted" category,
 - 10% is paid to the "14 outcomes correctly predicted" category,
 - 5% is paid to the "15 outcomes correctly predicted" category.
9. If the company obtains reliable information before the start of an event about the cancellation of any event in a Toto, if any of the events are described incorrectly in the sportsbook (wrong names of participants, incorrectly labeled home/away team), or in the event of force majeure, including technical failures preventing any interested persons from placing bets on the draw, the company may (but is not obliged to) deem the Toto draw void, refund all bets and create a new Toto based on the canceled draw.

12.4. How to place a Toto bet

To place a bet, the bettor must select one or more outcomes for each of the 15 matches included in the bet slip.

The minimum and maximum stakes are determined by the company and may be changed depending on exchange rates.

Winnings are paid out at the exchange rate on the day the Toto bet was placed.

1. Customers can combine multiple bets in one bet slip by selecting 2 or 3 outcomes for one or more of the 15 events. In this case, the total number of bets and the minimum stake for this bet

slip is consequently doubled, tripled, etc. The total stake of the bet slip is distributed evenly between the bets in the bet slip.

2. If one bet slip contains several bets, winnings are awarded for winning bets within the bet slip proportionally according to the stake size for each bet.
3. Bets are accepted until the start of the first event in the Toto. Any bets placed after the start of the first event in the draw are deemed void.
4. The **"batch bet"** feature allows customers to place several random bets on a Toto draw. This can be done by selecting the stake amount for the bet slip and pressing the "Place batch bet" button. The selected number of bets will be placed automatically. Customers can check their bets by going to "Bet history" – "TOTO".

When bets are no longer being accepted, information on bets that have been placed and all statistics become available in "Results".

12.5. Jackpot Payment

Jackpots are paid out once the administration has verified the passport data and bank account details of the winner. The name of the account holder must match the name in the passport provided. The administration must transfer the winnings to the winner's bank account no later than 30 calendar days after the receipt, verification and registration of all the necessary documents for payment. Payment of the jackpot is made by the administration in accordance with the current legislation of the Russian Federation and regulatory documents in force at the time of payment.

12.6. Disputes

When resolving general queries and disputes relating to Toto totalizators, the company applies the relevant paragraphs of the MelBet betting rules, provided that these do not contravene the Toto rules.

12.7. Batch Bet

A batch bet is a collection of bet slips, which allows the bettor to enter several bet slips in the same draw

Batch bets are accepted up to 10 minutes before the start of a draw.

How to place batch bet

To correctly place a batch bet, all the bet slips must be made in the following format:

50;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1)

The line above represents the following information:

50 – the total stake of the bet slip

1, 2, 3, ... 15 – the number of each event in the Toto

(1,2,X) – the outcome selected by the bettor

Each bet slip should start on a new line in the following format:

Example:

50;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1),
60;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(1);14-(X);15-(1),
50;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(2);12-(1);13-(2);14-(X);15-(1),

Customers can prepare the bet slips in advance with any text editing software and then copy and paste into the batch bet field on the "TOTO 15" page, or enter the information directly into the field. The customer must then press the "Place batch bet" button. The information they have entered will then be verified. The customer will then be asked to confirm the bet. Once the bet has been confirmed, it will be entered in the draw.

Customers can check their bets by going to My Account - Bet history - TOTO.

Example:

A customer bets on the next draw, but is only confident of the results of 10 of the 15 events (W1, for example). In three of the events, they allow for 2 possible outcomes (1X), and for the remaining two they are not sure what the outcome will be, so they select (1X2).

If the customer creates one bet slip with all possible combinations of their predictions, the bet slip contains a total of 72 selections with a total stake of €360 (minimum stake: €5).

However, the cost of the stake can be significantly reduced by spreading these bets over a larger number of bet slips (batch bet). By doing so, the customer still has a chance of winning big.

To do this, they must make their selections in such a way that in any combination of their predictions, at least one of the bets would contain at least 14 correct predictions. In this case, the total number of bet slips required is 12 and the total stake is €60. The result is the following batch bet:

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

The batch bet feature is easy to use and is useful for customers who place Toto bets using their own systems.

Example of a Toto Correct Score batch bet:

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

Example of a TOTO basketball batch bet:

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

13. TOTO Correct Score

For a Toto Correct Score, the bettor must place bets on the results of matches.

The Toto bet slip contains 8 events with options for the score of each one. The bettor must correctly predict the results of 2 or more matches for the bet to win.

To place a bet, the bettor must select one score for each event in the bet slip. Several bets can be placed in the same bet slip by selecting 2 or more scores for each event. Doing so increases the total number of selections and, consequently, the total stake is doubled, tripled, etc.

In order to for their bet to win, the bettor must correctly predict the results of 2 or more events. 95% of the pool (prize fund) is distributed between the winning bets.

If all the events go ahead (no void events) the prize fund is divided into 7* winning categories, with part of the pool added to the jackpot for the next draw**:

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

* – If one or two events are deemed void, the pool is distributed according to the rules on “Jackpot distribution where 1 or more events are deemed void” (see below).

** – If there are no winning bets in the first winning category.

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

If an event is deemed void, all bets on it are considered to have lost. The minimum number of correct predictions remains the same: at least 2 event outcomes must be correctly predicted.

An event is deemed void if the start time of the event is postponed to later than the time of the last event in the Toto Correct Score.

If there are no bets in one or more winning categories in a draw, 30% of the funds from those winning categories are added to the winning category in which the most scores were correctly predicted, and 70% are added to the jackpot for the next Toto draw. If there are no bets with correct predictions of more than 1 score, 95% of the pool is add to the jackpot.

The jackpot is distributed among the bets with correct predictions of 7 or 8 scores, according to their stake size. The larger the stake, the greater the winnings.

The jackpot is not paid out until a participant correctly predicts the scores of 7 or 8 events.

All bets with correct predictions for the scores of all 8 matches share out 95% of the jackpot. The remaining 5% of the jackpot is distributed among the bets with correct predictions of 7 scores.

Jackpot distribution where 1 or more events are deemed void:

1 void match – 25% of the jackpot is distributed (7 correct predictions)

2 void matches – The jackpot is not paid out and the funds are carried over to the next Toto draw.

Pool distribution in case of 1 void event:

7 scores – 5%, 6 scores – 5%, 5 scores – 7.5%,

4 scores – 10%, 3 scores – 12.5%, 2 scores – 55%.

Pool distribution in case of 2 void events:

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

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

13.1. How to place a Toto Correct Score bet

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

14. TOTO-Football

14.1. General provisions

1.1 MelBet accepts TOTO-Football bets in accordance with these rules.

1.2 A TOTO-Football totalizator is a game where customers place bets on the outcomes of 14 pre-selected football matches offered within a Toto draw.

1.3 Bets are accepted from individuals aged 21 and over. The customer is responsible for any breach of this paragraph.

1.4 Bets are accepted from individuals who have read and agree to these rules. By placing a bet, the customer confirms their agreement with these rules.

14.2. TOTO-Football bets

2.1 Each match can have 3 outcomes: a bet on "Team 1 To Win" is designated as "W1". A bet on "Team 2 To Win" is designated as "W2". A bet on a "Draw" is designated as "X".

2.2 A TOTO-Football bet is a combination of match outcomes (one for each match) on which a participant is wagering money, together with the total amount of money wagered.

2.3 The bettor can choose one to three possible outcomes for each match. Each individual bet is settled and paid out separately. When the bet is placed, the total number of bet options (selections) and the total stake is displayed. The stake for each selection is calculated by dividing the total stake by the number of selections.

2.4 Toto bets can be checked by going to TOTO - TOTO-Football - List of draws.

14.3. Calculating a TOTO-Football bet

3.1 Once all the matches in the Toto draw have been completed, the winning outcome for each match is displayed, in accordance with the rules for accepting bets on football. Bets on football matches are accepted on regular time (including added time), with the exception of markets such as "To Qualify" or "Winner", bets on which are accepted on the result of a competition between two teams. Added time in the first half is counted as the 45th minute. Added time in the second half is counted as the 90th minute. If a match is abandoned before 90 mins have been played or is postponed beyond 3 days, all bets on the match are canceled, with the exception of markets whose outcomes had been definitively determined.

3.2 A match is deemed void if it is interrupted/postponed/delayed, or if it starts while bets are still being accepted for the current Toto draw. All bets on a void match are considered to have won.

3.3 If a draw includes 4 or more void matches, the draw is deemed void and all bets are settled at odds of 1.00.

14.4. Distribution of the prize fund

4.1 The "pool" is the total amount of money received in the form of bets for the next TOTO-Football draw.

4.2 The prize fund is part of the pool (90%) which is paid out as winnings.
The distribution of the prize fund by categories:

- a) Category 1 – 10% of prize fund (14 scores correctly predicted)
- b) Category 2 – 10% of prize fund (14 or 13 scores correctly predicted)
- c) Category 3 – 10% of prize fund (14, 13 or 12 scores correctly predicted)
- d) Category 4 – 15% of prize fund (14, 13, 12 or 11 scores correctly predicted)
- e) Category 5 – 20% of prize fund (14, 13, 12, 11 or 10 scores correctly predicted)
- f) Category 6 – 35% of prize fund (14, 13, 12, 11, 10 or 9 scores correctly predicted)

4.3 A jackpot made up from the prize funds of previous draws is added to the winning category with all 14 correct outcomes.

4.4 The jackpot is an additional prize distributed proportionally among bets where the outcomes of all 14 matches are correctly predicted, according to their stake (the larger the stake, the greater the winnings). It is made up of funds from previous Toto draws in which the prize funds for one or several winning categories were not won, i.e. where the best bet correctly predicted the results of fewer than 14 (13, 12, 11, 10, 9) matches. The jackpot increases with every draw and is not paid out until a participant correctly predicts the outcome of all 14 matches. The company has the right to increase the size of a jackpot using its own funds.

4.5 Jackpot distribution in case of void matches:

- 1 void match – 35% of the jackpot is distributed
- 2 void matches – 20% of the jackpot is distributed
- 3 or more void matches – jackpot not distributed

4.6 In case of 1 void match, the prize fund is distributed according to p. 4.2.

4.7 Jackpot distribution in case of 2 void matches:

- a) Category 1 – 5% of prize fund (14 scores correctly predicted)
- b) Category 2 – 10% of prize fund (14 or 13 scores correctly predicted)
- c) Category 3 – 15% of prize fund (14, 13 or 12 scores correctly predicted)
- d) Category 4 – 25% of prize fund (14, 13, 12 or 11 scores correctly predicted)
- e) Category 5 – 45% of prize fund (14, 13, 12, 11 or 10 scores correctly predicted)

4.8 Jackpot distribution in case of 3 void matches:

- a) Category 1 – 10% of prize fund (14 scores predicted correctly)
- b) Category 2 – 15% of prize fund (14 or 13 scores predicted correctly)
- c) Category 3 – 25% of prize fund (14, 13 or 12 scores predicted correctly)
- d) Category 4 – 50% of prize fund (14, 13, 12 or 11 scores predicted correctly)

14.5. Calculation of winnings

5.1 The winnings for each selection are calculated by multiplying the winning odds for a particular category by the stake placed on that selection. The winning odds for a particular category are calculated by dividing the overall prize fund of that category by the total stake of all the bets with correct predictions (i.e. the larger the stake, the greater the winnings).

5.2 Winnings are credited within 1 hour of the end of the last match in the TOTO-Football draw, but no later than 12 hours after the end of the last match in the TOTO-Football draw in case of force majeure.

15. TOTO Ice Hockey

An Ice Hockey Toto allows customers to place bets on the results of ice hockey matches. Bets are accepted only on regular time (OT and shootouts are not included).

A Toto bet slip contains 5 matches with different score options for each one. The bettor must correctly predict the results of 2 or more matches for their bet to win.

To place a bet, the bettor must select one score for each of the 5 events in the bet slip. Several bets can be placed in the same bet slip by selecting 2 or more scores for each event. Doing so increases the total number of selections and, consequently, the total stake is doubled, tripled, etc.

For their bet to win, the bettor must correctly predict the results of 2 or more matches. 95% of the prize fund is distributed between the winning bets.

If all matches go ahead (no void matches) the prize fund is distributed into 4* winning categories, with part of the pool added to the jackpot for the next draw**.

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

* – If one or two events are deemed void, the pool is distributed according to the rules on “Jackpot distribution where 1 or more events are deemed void” (see below).

** – If there are no winning bets in the first winning category.

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

If an event is deemed void, all bets on it are considered to have lost. The minimum number of correct predictions remains the same: at least 2 event outcomes must be correctly predicted.

A match is deemed void if the start time of the match is postponed to later than the time of the last event in the TOTO-Ice Hockey bet slip.

If there are no bets in one or more winning categories in a draw, 30% of the funds from those winning categories is added to the winning category in which the most scores were correctly predicted, and 70% is added to the jackpot for the next Toto draw. If there are no bets with correct predictions of more than 1 score, 95% of the pool is added to the jackpot.

The jackpot is distributed among the bets with correct predictions of 4 or 5 scores, according to their stake size. The larger the stake, the greater the winnings.

The jackpot is not paid out until a participant correctly predicts the scores of 4 or 5 events.

All bets with correct predictions for the scores of all 5 matches share out 95% of the jackpot. The remaining 5% of the jackpot is distributed among the bets with correct predictions of 4 scores.

Jackpot distribution where 1 or more matches are deemed void:

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

Pool distribution in case of 1 void match:

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

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

16. Totalizator «Basketball»

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

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

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

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

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

1st category - 5% of the pool; bets in which the results of 10 matches are predicted successfully will be included in the distribution

2nd category - 5% of the prize pool (results of at least 9 matches predicted successfully)

3rd category - 10% of the prize pool (results of at least 8 matches predicted successfully)

4th category - 10% of the prize pool (results of at least 7 matches predicted successfully)

5th category - 25% of the prize pool (results of at least 6 matches predicted successfully)

6th category - 45% of the prize pool (results of at least 5 matches predicted successfully)

* - If 1 or 2 matches do not take place, the prize fund is distributed according to this clause of the rules.

** - If there are no winning bets in the 1st winning category.

Distribution of the pool from winning categories with no winning bets

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

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

1 canceled match - 25% of the Jackpot will be distributed

Prize pool distribution where 1 match has not taken place:

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

Prize pool distribution where 2 matches have not taken place:

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

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

17. TOTO FIFA

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

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

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

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

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

Distribution of the prize fund by category

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

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

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

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

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

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

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

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

Jackpot distribution in case of void events:

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

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

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

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

18. ESPORTS TOTO

GENERAL TERMS

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

Esports TOTO BET

TOTO BET

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

Esports TOTO SETTLEMENT

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

18.1. DISTRIBUTION OF THE PRIZE FUND AND JACKPOT

DISTRIBUTION OF THE PRIZE FUND

1. The pool is the total sum of money received in the form of players' stakes in a totalizator.
2. The prize fund is the portion of the pool (90%) designated to be paid out as winnings.
3. Distribution of the prize fund by categories (including where one event is declared void):
 - 11 outcomes predicted correctly – 10% of the prize fund
 - at least 10 outcomes predicted correctly – 10% of the prize fund
 - at least 9 outcomes predicted correctly – 10% of the prize fund
 - at least 8 outcomes predicted correctly – 15% of the prize fund
 - at least 7 outcomes predicted correctly – 20% of the prize fund
 - at least 6 outcomes predicted correctly – 35% of the prize fund
4. Distribution of the prize fund by categories where two events are declared void:
 - 11 outcomes predicted correctly – 5% of the prize fund
 - at least 10 outcomes predicted correctly – 10% of the prize fund
 - at least 9 outcomes predicted correctly – 15% of the prize fund
 - at least 8 outcomes predicted correctly – 25% of the prize fund
 - at least 7 outcomes predicted correctly – 45% of the prize fund
 - at least 6 outcomes predicted correctly – no payout

JACKPOT

1. A cumulative JACKPOT, made up from previous totalizators, is designated for the prize category where the outcomes of all 11 events are correctly predicted.
2. The JACKPOT is an additional prize which is divided out between all bets where the outcomes of all 11 matches have been correctly predicted, in proportion to the size of the stakes (i.e. the larger the stake, the greater the winnings). It is made up from previous totalizator draws where one or more prize categories was not won (i.e. where the outcomes of fewer than 11 (10, 9, 8, 7, 6) events were correctly predicted by the best bet), in which case the prize fund for this category is rolled over into the cumulative JACKPOT for the next draw. The JACKPOT increases with each draw and is only won when at least one customer correctly predicts the outcomes of all 11 events. The organizer of the totalizator may increase the JACKPOT using their own funds.
3. Distribution of the JACKPOT when there are void events:
 - 1 void event – 35% of the JACKPOT
 - 2 void events – 20% of the JACKPOT

19. TOTO Free

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

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

20. Main sources of information

1. Basketball: www.euroleague.net - ULEB Euroleague www.fiba.com - FIBA tournaments www.aba-liga.com - ABA League www.bbl.net - Baltic League www.basket.ru - Russia www.nba.com - NBA www.wnba.com - WNBA www.ncaasports.com - NCAA www.nbl.com.au - Australia www.oelb.at - Austria www.basketball-bundesliga.de - Germany www.esake.gr - Greece www.acb.com - Spain www.legabasket.it - Italy www.lkl.lt - Lithuania www.plk.pl - Poland https://kss.rs - Serbia https://www.tbf.org.tr - Turkey www.basket.com.ua - Ukraine www.lnb.fr, http://www.ffbb.com - France www.cbf.cz - Czech Republic 2. Football: http://www.iffa.com - International http://www.uefa.com - European competitions http://www.concacaf.com - CONCACAF Champions League http://www.cafonline.com - CAF Champions League http://www.the-afc.com - AFC Champions League https://www.premierleague.com - English Premier League http://www.a-league.com.au - Australia. A League https://www.nationalpremierleagues.com.au - Australia. NPL http://www.bundesliga.at - Austria http://www.afa.org.ar - Argentina http://www.fshf.org/index.php/sq/ - Albania http://www.fla.am - Armenia http://abff.by - Belarus http://www.sport.be - Belgium http://pleague.bg/bg - Bulgaria http://www.rfsbih.ba - Bosnia and Herzegovina https://www.cbf.com.br - Brazil http://www.mlsz.hu - Hungary https://www.fvf.com.ve - Venezuela https://www.guatemafutbol.com - Guatemala http://www.kicker.de - Germany http://www.hkfa.com - Hong Kong http://www.superleaguegreece.net - Greece https://www.slgr.gr - Greece. Division 2 http://www.lnhpn.com - Honduras http://erovnulliga.ge - Georgia http://www.knrb.nl - Netherlands http://www.dbu.dk - Denmark http://www.efa.com.eg - Egypt http://football.org.il - Israel http://www.the-iffi.com - India http://www.persianleague.com - Iran http://www.ksi.is - Iceland https://www.laliga.es/en/ - Spain https://jflk.kz - Kazakhstan http://www.canadiansoccerleague.ca - Canada http://www.qfa.com.qa - Qatar http://sports.sina.com.cn/csl - China http://www.cfa.com.cy - Cyprus http://www.unafut.com - Costa Rica http://dimayor.com.co - Colombia https://kuwait-fa.org - Kuwait http://www.lf.lv - Latvia http://www.lf.lt - Lithuania http://ffm.mk - North Macedonia https://www.malaysianfootballleague.com - Malaysia http://www.mfa.com.mt - Malta http://www.fmf.mt - Morocco https://fmf.mx - Mexico http://www.rzfootball.co.nz - New Zealand http://www.fotball.no - Norway http://www.proleague.ae - UAE http://www.fepafut.com - Panama http://www.apf.org.py - Paraguay http://www.eistraklasa.org - Poland https://premierliga.ru - Russian Premier League http://www.1fml.ru - Russia. FNL http://www.lpf.ro - Romania http://www.spl.com.sa - Saudi Arabia http://nifootballleague.com - Northern Ireland http://www.superliga.rs - Serbia http://www.futbalsfz.sk - Slovakia http://www.nzs.si - Slovenia https://www.mlssoccer.com - USA. MLS http://www.thaileague.co.th - Thailand http://www.ftf.org.tn - Tunisia http://www.tff.org.tr - Turkey https://ufl.ua - Ukraine https://faw.cymru - Wales http://www.auf.org.uy - Uruguay http://www.veikkausliiga.com - Finland http://www.lfp.fr - France https://hnl.hr - Croatia http://fscg.me - Montenegro http://fotbal.cz - Czech Republic http://www.anfp.cl - Chile http://www.football.ch - Switzerland www.allsvenskan.se - Sweden https://spfl.co.uk - Scotland https://www.fef.ec - Ecuador http://www.jalgpall.ee - Estonia http://www.psl.co.za - South Africa http://www.kleague.com - South Korea. K-League https://www.jleague.jp - Japan www.boff32.ru - Bryansk Football Federation	3. Volleyball: www.cev.lu - European Cups www.fivb.com - International www.volleyball-bundesliga.de - Germany www.volleyball.gr - Greece www.rfevb.com - Spain www.legavolley.it - Italy (men's) www.legavolleyfemminile.it - Italy (women's) www.pls.pl - Poland (men's) https://www.pzps.pl - Poland (women's) www.volley.ru - Russia https://vfv.org.tr - Turkey http://www.fvfb.org - France www.cvf.cz - Czech Republic 4. Handball: www.ihf.info - IHF Tournaments www.eurohandball.com - EHF Tournaments https://ehfcl.eurohandball.com - European Champions League www.handball-bundesliga.de - Germany https://danskhåndbold.dk - Denmark www.asobal.es - Spain www.rushandball.ru - Russia https://www.fhandball.fr - France https://svenskhandboll.se - Sweden 5. Other sports: www.nfl.com - American Football NFL www.mlb.com - Baseball MLB www.biathlonworld.com, https://www.biathlonworld.com - Biathlon https://wpbsa.com - Billiards, snooker www.boxrec.com - Boxing www.iaaf.org - Athletics www.fis-ski.com - Skiing www.atptennis.com - Tennis. ATP Challenger tournaments www.wtatour.com - Tennis WTA https://www.ift.fr - Tennis. ITF (France) www.f1-live.com, www.formula1.com - Formula-1 www.rusbandy.ru - Bandy www.fide.com - Chess 6. Ice hockey: www.khl.ru - KHL www.nhl.com - NHL www.theahl.com - AHL https://www.eishockey.at - Austria www.hockey.by - Belarus https://www.deb-online.de - Germany www.ishockey.dk - Denmark www.hockey.no - Norway www.ftr.ru - Russia https://www.hockeyslovakia.sk - Slovakia https://www.finnhockey.fi - Finland www.hockeyfrance.com - France www.hokej.cz - Czech Republic www.sehv.ch - Switzerland www.swehockey.se - Sweden
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21. Golden Race

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

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

21.1. Virtual soccer

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

Types of bets:

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

Betting options:

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

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

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

21.2. Greyhound and Horse Racing

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

Betting options:

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

Extrabets:

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

Example: Double system

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

Example: Triple System

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

21.3. Motorcycle Races

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

Types of bets:

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

Example: Double System

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

22. Privacy & Management of Personal Data

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

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

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

22.1. DATA WE COLLECT UPON REGISTRATION

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

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

Personal Data Required at Registration

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

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

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

Additional Information

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

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

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

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

Responsibility and Accuracy

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

22.2. CONSENT TO THE PROCESSING OF PERSONAL DATA

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

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

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

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

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

When Consent Is Not Required

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

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

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

22.3. HOW WE USE YOUR INFORMATION

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

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

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

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

From time to time, we may request information from you via surveys or competitions. Participation in these surveys or competitions is completely voluntary and you have the choice of whether or not to disclose your personal information.

Information requested may include contact details (such as name, correspondence address, telephone number), and geographic information (such as postal code or postal address), age.

By taking part in any competition or accepting winnings (prizes) from us, you consent to the use of your name for promotional purposes without additional remuneration, except where prohibited by law.

If you have not unequivocally decided whether to receive promotional information from us, we may use your personal information (including your e-mail address and phone number) to provide you with information regarding our products, services, and promotions, including other gaming products (including online poker, casino, betting, backgammon etc.) and third-party products and services carefully selected by us.

22.4. MEANS OF GATHERING AND PROCESSING DATA

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the Company Website.

This includes information that we may collect via integration with messaging platforms such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., including, but not limited to, by sending messages related to your account, and via other communication methods.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.

In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and third-party e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state.

22.5. INFORMATION DISCLOSURE

We do not disclose your Personal Information to companies, organizations or individuals not associated with the Company.

We may disclose your Personal Information to companies, organizations or individuals not associated with the Company if you have given us consent to these actions.

You agree that Personal Information will only be disclosed to third parties when we are required to use messaging platforms API like Telegram, Facebook Messenger, WhatsApp, Viber or other ones in accordance with their privacy policies.

We may disclose your Personal Information if required to do so by applicable law, or if we believe in good faith that such actions are necessary to:

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

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

- Game tampering;
- Payment fraud.

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

For the purpose of public research on the prevention of addiction, your data can be passed on to the relevant institutions.

22.6. ACCESS

Access to and Management of Your Personal Data

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

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

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

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

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

Responsible Gaming-Related Restrictions on Marketing

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

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

- Patterns of behavior that suggest heightened risk or vulnerability.

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

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

22.7. COOKIES

INFORMATION STORED ON YOUR DEVICE

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

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

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

We only use cookies and 'flash cookies' for monitoring.

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

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

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

STRICTLY NECESSARY COOKIES

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

THE REGISTRATION PROCESS

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

OUR WEBSITE

We use cookies to collect information for visitors to the Website.

Our servers use three different types of cookies:

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

for example, by ensuring you can log in and find what you are looking for easily.

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

You can use your web browser to:

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

Where can I find information about managing cookies?

- [Information about cookies in Internet Explorer.](#)
- [Information about cookies in Chrome.](#)
- [Information about cookies in Firefox.](#)
- [Information about cookies in Safari.](#)
- [Information about cookies in Opera.](#)

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

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

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

FLASH COOKIES

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

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

22.8. CONSENT TO USE OF ELECTRONIC SERVICE PROVIDERS

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

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

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

22.9. CONSENT TO SECURITY REVIEWS

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

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

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

22.10. SECURITY

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

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

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

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

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

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

22.11. PROTECTION OF MINORS

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

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

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

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

22.12. INTERNATIONAL TRANSFERS

Personal Information collected by us may be stored and processed in any country in which we or our affiliates, suppliers, partners or agents provide gaming services and services of our gaming platform. This may include the transfer of data to messengers such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., in accordance with their privacy policies.

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

Nevertheless, we take steps to ensure that our agents, partners, affiliates, and suppliers comply with

our standards of privacy and this Privacy Policy regardless of their location.

22.13. THIRD-PARTY RELATIONSHIPS

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

Be careful.

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

22.14. LEGAL DISCLAIMER

We are not responsible for events beyond our direct control.

Due to the complex and ever-changing nature of our technologies and business, we provide comprehensive, but we do not guarantee an error-free, operation regarding the confidentiality of your personal information when you visit other websites using links located on our Website. Websites that are beyond our control, and especially not covered by this Privacy Policy, should provide you with an opportunity to familiarize yourself with their security policies. If you visit other websites, you should be aware that the operators of these websites can collect your personal information, which they will use in accordance with their privacy policy, which will differ from ours.

Be careful.

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

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

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

22.15. APPLICABILITY AND UPDATES TO THIS POLICY

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

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

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

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

23. ANTI-MONEY LAUNDERING

MelBet takes all appropriate measures to combat money laundering and the financing of international terrorism (AML Policy). We take a firm stand against all kinds of illegal activity. To fulfill these obligations, we are obliged to inform the relevant authorities if there is a reason to suspect that funds which were deposited by a user to their account are linked with any illegal activity or the financing of terrorism. We are also obliged to block such funds and to take the measures stipulated in the rules of the AML policy.

Money laundering means:

- hiding or concealing any information about the real source, location, disposal, movement, ownership or other property rights related to property obtained as a result of illegal activity
- converting, moving, obtaining, possessing or using property that was obtained as a result of criminal activity for the purpose of concealing the illicit source of such property or assisting persons involved in crime to avoid the legal consequences of their actions
- a situation in which property was obtained as a result of criminal activity committed on the territory of another state

In order to prevent the infiltration of criminal capital into the national economy, many countries fight against money laundering and the financing of terrorism.

We apply our own internal rules and regulations and special measures to help international organizations in combating money laundering and the financing of terrorism around the world.

When you open an account, you agree to undertake the following obligations:

- to comply with all applicable laws and regulations on combating money laundering and the financing of terrorism, including the AML Policy
- not to possess information or to have any suspicions about the fact that funds used to make deposits in the past, present or future, were obtained from any illegal source, or are linked in any way with the legalization of income obtained illegally, or with any other unlawful activity prohibited by applicable law or the regulations of any international organizations
- to immediately provide us with any information we deem it necessary to request according to applicable laws and regulatory requirements relating to combating the legalization of funds obtained illegally

We collect and store information from users' passports or other ID documents and reports on any changes made in users' accounts.

We monitor any suspicious activity in users' accounts, as well as transactions carried out under special circumstances.

We reserve the right to ban a user at any time if we have reason to suspect that any of their transactions have any connection to money laundering or criminal activity. In accordance with international law, we are not obliged to inform the user about our suspicions or to inform them that information about their activities have been passed on to the relevant authorities.

In accordance with our internal AML procedures, we carry out initial and ongoing personal identity verification procedures in accordance with the level of risk of each user.

- We will ask you to provide the minimum information necessary to confirm your identity.
- We will record and preserve all information and any ID documents, as well as which methods of verification are used and the results of the verification procedure.
- We will check your personal data against a list of individuals suspected of terrorism formed by the authorized state and independent authorities. The minimum set of identification data includes: your full name, date of birth (for individuals), and residential address or registered

address.

- the sources of any funds that you plan to deposit into your account.

To verify and confirm the authenticity of the above-mentioned data, we may request the following documents:

- passport or identification card, or an equivalent document that meets the following requirements: contains the name, date of birth and a photograph of the document holder and is issued by the national public authorities
- a recent utility bill (no older than 3 months) or other documents confirming the your address

We may also require additional information to be confirmed by the relevant documentation. In certain cases, we may also require notarized copies of documents from you.

24. Responsible gambling

1. Gambling problems are associated with poor mental health and can manifest in depression, anxiety, and suicidal thoughts. They also have an adverse effect on family relationships, work, and academic performance, and can lead to bankruptcy or crime.
Gambling should be an enjoyable pastime and not a way to earn an income.
Unfortunately, in some cases abuse of gambling can lead to problems. We take care of our customers and make every effort to provide a safe and reliable service which our customers can use without any harmful consequences.
2. Our company does not permit underage gambling (for persons under the age of 21).
We do not advertise our products and services to minors or mentally vulnerable people.
We guarantee that our advertising, sponsorship, and marketing activities do not contain any information aimed at attracting underage persons to our services.
3. If you share your computer with underage persons, you should make sure that they do not have access to your usernames, passwords, or banking details.
There is software available for limiting access to gambling, such as NetNanny and Cyber Patrol.
4. We regularly carry out checks to determine the age of our customers to guarantee that all our players have reached the legal age.
In some cases, our checks may be unable to confirm your age. In such cases, we will request additional information to confirm that you have reached the legal age.
You may have limits set on accessing your account and your funds may be frozen until we have received the necessary information and confirmed unequivocally that you have reached the legal age.
The legal age for betting and gambling is determined by the laws of your country and is usually 21 years.
Our customers should understand that they are the guarantors of their legal registration on melbet.com.
5. Our advertising campaigns and marketing do not mislead customers or misrepresent the nature of the services that we offer. Customers are informed about their chances of winning and possible risks. Services provided are proportionate to the amount you pay in and excessive spending is not encouraged. To test the extent of your dependence on gambling, please answer “yes” or “no” to the questions below:
 - Is your spending out of control?
 - Do you typically borrow money or steal to continue gambling?
 - Have you been spending less time with your family and loved ones lately?
 - Have the opinions of others about your gambling activities begun to irritate you?
 - Have you lost interest in your hobbies or usual leisure activities?
 - Do you ever feel depressed or even suicidal because of your gambling losses?
 - Have you ever lied about the amount of time or money that you have spent on gambling?If you answered “yes” to most of the questions above, it is likely that you have a gambling problem.
6. It is never too late to admit that you have an addiction and to address it. We value our customers and will never contribute to an affliction like this. Please read the following tips to help you reduce your risk of developing a gambling addiction:
 - Do not consider gambling as your main source of income.
 - Put a cap on the amount of money and time you want to spend and do not exceed the limits you set.
 - Only gamble with money that you can afford to lose.
 - Avoid the temptation to chase your losses.
 - Do not gamble if you are under the influence of alcohol or drugs, or are feeling depressed.

7. If you want to set limits on your gambling activities, we offer a voluntary self-exclusion service, which allows you to close your account or restrict your ability to place bets for 1 month, 6 months or 1 year. To activate this service, you must provide photographs of documents confirming that you are the account holder. Once your account has been blocked in this way, it will be inaccessible until the selected time period has elapsed. Once the self-exclusion period has ended, you will be able to recommence your use of any services on the website. You may request that the restrictions be lifted from your account before the self-exclusion period has ended; however, the final decision rests with the company.
If you want to set limits on your online activity, you can contact our customer support team. We may limit the maximum stake for your account. You can amend this amount at any time, but any change will only be made 24 hours after the most recent alteration.
8. During the self-exclusion period, you must not attempt to open a new account and you must accept that the company bears no financial liability and shall not be held otherwise accountable if you continue to gamble using a new account with the service registered under a different name or address. In exceptional circumstances, your account may be unblocked before the self-exclusion period has ended.
9. For customers who wish to restrict their gambling, the company offers a voluntary self-exclusion option whereby they can close their account or restrict their ability to place bets. More information about this option can be found by contacting license.
10. The company offers assistance to customers who use the self-exclusion option; however, the customer accepts that the company bears no responsibility or liability in the event that the customer continues to gamble and/or tries to use the website and the company fails to recognize this.
11. The company is committed to supporting responsible gambling initiatives.
12. Gambling addiction prevention. All advertising campaigns and promotions do not mislead users and do not distort the nature of the services provided for potentially vulnerable players. Customers are made aware of the chances of winning, along with the potential risks. Services are provided depending on payments made and excessive spending is not encouraged.
13. Please answer the questions below. If you answer "yes" to any of these questions, you can no longer play safely, and you may have a problem with gambling.
 - Are you unable to control your spending?
 - Are you borrowing money or stealing in order to gamble?
 - Have you noticed that you are spending less time with your family?
 - Do you react negatively to other people's opinions about your gambling activity?
 - Have you lost interest in your hobbies or pastimes?
 - Do you feel depressed or even suicidal because of your gambling?
 - Have you ever lied to cover up the amount of money or time you have spent gambling?
14. It's never too late to admit that you have addiction and to fight it. We value our customers and will make every effort to stop this problem from progressing any further.
15. Please read the following information, which may help lower your risk of becoming addicted to gambling:
 - Do not think of gambling as your main source of income
 - Set limits on the amount of time and money you spend gambling, and do not exceed these limits
 - Do not gamble if:
 - You are under the influence of alcohol or any other substance
 - You are depressed
 - Only gamble with money that you can afford to lose
 - Do not chase your losses

25. Casino

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

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

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

25.1. Promotions

BONUSES

1. Any bonus is viewed and treated as a special deal between the Bookmaker and the Customer. Under this deal, the Bookmaker provides the Customer with certain funds to be used for playing and placing bets. At the same time, the Customer assumes full responsibility to meet the wagering requirements before he/she can request to withdraw his/her respective funds.
2. The Bookmaker's bonuses might imply special T&C. That is why the Company urges the Customer to read the T&C carefully, in order to stay informed to the fullest extent possible and prevent any misunderstandings.
3. Bonuses can be used exclusively by a single individual Customer, via a single unique device, at a single IP address, and via the same single Internet browser.
4. Any individual account is permitted to have only one single activated bonus at a time. Deposit-specific bonuses are not of the cumulative type. Hence, they can only be used in the order of precedence, i.e. one after another. That is to say, the Customer's next bonus becomes available only after his/her preceding bonus is already revoked or, alternatively, redeemed.
5. Bonuses provided by the Bookmaker are exclusively available only to the Customer who has already entered all the required personal data via his/her Account. The Customer's telephone phone number must be activated as well. The Customer is also required to agree to the T&C of the bonus program during the registration process. The minimum amount of the Customer's deposit needed to take part in the bonus program is contingent on a particular bonus.
6. As for the Customer's bonus amount, it is placed into his/her Bonus Balance. It means that the bonus amount will be separated from the Cash Balance.
7. Both the Customer's bonus and winnings generated with it will be lost as soon the bonus expires. The typical validity period associated with bonuses lasts for 30 (thirty) days starting from the day of crediting. The Customer is responsible to carefully study the T&C of any given bonus.
8. As for the validity periods of various bonus freespins, the time frames depend on particular providers. Hence, they are not and cannot be regulated by the Bookmaker.
9. The Bookmaker reserves the right to alter the T&C related to all the bonuses, to temporarily suspend them, or even indefinitely terminate them at any moment in time.

10. The General T&C stipulated by the Bookmaker always apply with no exceptions.

REQUIREMENTS RELATED TO BONUS WAGERING

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

CANCELLATION OF BONUSES

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

ABUSE OF BONUSES

1. The Customer is strictly prohibited from abusing bonuses. As for the definition of “abuse” in this context, the following ratios of bonuses received, in their relation to deposits, are defined as abuse. 70% bonus funds obtained on between 5 and 9 deposits; 50% bonus funds obtained on 10 or more deposits. If any kind of abuse takes place, the Bookmaker has the full right to ban the Customer from obtaining any bonuses. It can also annul any winnings received with bonus funds both in the course of wagering and after it ends.
2. The Bookmaker is always fully authorized to examine and scrutinize transaction histories and the Customer's accounts and logs at any moment and for any reason. If such checks detect any kind of bonus misuse done by the Customer, the Bookmaker reserves the full right to nullify the bonuses provided by the Customer.
3. If the Bookmaker detects that the Customer resorts to the gaming strategies prohibited by the Bookmaker when redeeming a bonus, the Bookmaker reserve the right to take penalty measures and exclude the Customer from both currently available promotions and all the future ones.
4. The following are some of the examples of possible strategies viewed as prohibited by the Bookmaker when it comes to clearing bonuses' wagering requirements:
 - Placing high volume of bets without any serious impact on the Customer's balance. This strategy can be exemplified by placing bets on every roulette number or placing bets on red and black simultaneously.
 - Placing big bets (i.e. those exceeding €5 (five euros)) with the goal to increase the Customer's bonus balance quickly and then seriously reducing the volume of stakes made (i.e. over twofold) for no clear reason while having an appropriate account balance. Each of the aforementioned cases will be thoroughly examined by the Bookmaker.
 - Betting big in those games that presuppose a low contribution (i.e. stake percentage that counts towards the requirements related to wagering) and then betting small in those games that presuppose a larger contribution
 - Postponing any game round, concerning bonuses and freespins, to a later moment while facing no wagering requirements and/or imposed limits on making new deposits, with freespins and bonuses being still available
 - Any combinations of the aforementioned gaming techniques and strategies.
5. Whenever any case of bonus abuse committed by the Customer is revealed and identified, the Bookmaker has the full right to take the following measures: canceling and nullifying all available bonuses together with winnings generated from those bonuses as well as blocking the Customer's account completely.
6. The Bookmaker recommends the Customer to enter his/her real phone number while registering: the Bookmaker may use it later to confirm the Customer's true identity. In case it turns out to be impossible to contact the Customer, the Bookmaker has the full right to restrict the Customer's use of bonuses and even totally block his/her personal account.

WELCOME PACKAGES FOR CUSTOMERS

1. Before the Customer can add a deposit into his/her account, they are required to agree to receive casino bonuses. It can be done on the 'Account Settings' page under the 'My Account' section. Alternatively, it can be done on the 'Deposit' page directly.
2. The bonus is subject to automatic activation and will be credited to the Customer's account within 1 day, i.e, 24 (twenty-four) hours after the moment when all the requirements.
3. Being entitled to receive the 1st Deposit Bonus requires making a deposit equal to or exceeding €10 (ten euros); as for the 2nd, 3rd, and 4th Deposit Bonuses, the deposit amount is to be equal to or to exceed €15 (fifteen euros).
4. The ceiling for the 1st Deposit Bonus to be claimed is equal to €300 (three hundred euros); for the 2nd Deposit Bonus it is €350 (three hundred and fifty euros); for the third Deposit Bonus it

is €400 (four hundred euros); as for the 4th Deposit Bonus, it is €450 (four hundred and fifty euros).

5. All deposit bonuses are to be redeemed by wagering the bonus amount 35 (thirty-five) times.
6. Any activated bonus is subject to being redeemed within 7 (seven) days.
7. Freespins can be granted exclusively after the Customer's deposit bonus becomes redeemed.
8. Winnings gained from freespins will be credited to the main account. Hence, it is not necessary to redeem them.
9. Until the bonus is redeemed, stakes are not allowed to exceed €5 (five euros).
10. In case the Customer switches between different types of bonuses (although he/she has already made a choice), drop them, or get an opposite sort of bonus, such users cease to be entitled to take part in the Bookmaker's bonus offers covering their subsequent deposits. This rule fully applies to welcome packages as well as to a 50% 10th deposit bonus.

GIFTS

1. A gift must be understood as a special sort of bonus. As such, it requires no deposit and is exclusively available to those Customers who agree to take part in the bonus offers made available by the Bookmaker.
2. At the same time, some special T&C may be applied to such gifts. That is why the Bookmaker urges the Customer to carefully examine those T&C before activating available gifts (such T&C may describe bonus amounts, requirements related to wagering, etc.). The Customer should visit the corresponding section of "My Account" to read those T&C so that complete information regarding gifts can be obtained and avoid any possible misconceptions, miscommunications, and misunderstandings.
3. At any moment of time, only one single gift per one gaming account is allowed to be active. Hence, gifts are not subject to accumulation. Consequently, gifts can only be used on the basis of the so-called "queuing principle". That is to say, every next gift becomes available only after the preceding one becomes redeemed. Alternatively, the preceding gift may also be either canceled or suspended during wagering.
4. Any gift, together with any winnings obtained using it, will be lost once this gift has expired. If the Customer wants to be sure about the applicable validity periods, he/she should visit the 'My Account' page (which can be found under the "Bonuses and Gifts" website section). Any gift becomes active starting exactly from the moment it is awarded to a Customer. Please note that suspending the wagering bonus will not extend the validity period of a gift offer made available.
5. Even while having an activated gift, the Customer has the right to place his/her bets with the funds available with their main accounts.
6. All the Bookmaker's T&C in their entirety, including all the other T&C of the Bookmaker's bonus policy always apply as long as they do not contradict the aforementioned stipulations.

25.2. Stop list of wagering games

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

10c Min - European Roulette, 10P Roulette, 12 Number Roulette, 1429 Uncharted Seas, 1524 Golden Quest, 1xEuropean Roulette, 1xMWA, 20 Flaring Fruits, 20 Super Stars, 21 Burn Blackjack, 3 Amigos, 3 Card Blackjack, 3 Card Poker, 3-Hand Casino Hold'em, 3- Hand Casino Hold'em, 300 Carat BJ, 300 Carat European Roulette, 3D Baccarat, 3D Blackjack, 3D European Roulette, 3D Lucky Number, 4

Dragon Kings, 4 of a Kind Bonus Poker, 4H Steam Joker Poker, 5 Flaring Fruits, 50 Flaring Fruits, 6 Bingo, 6 Card Poker, 7 11 21, 7 Days Anotherland, 7 Fruits, 7 Handed Blackjack (European), 7 Handed Blackjack American, 7 Solitaire, 7-UP, 777, 8 Leprechauns: Scratch Card, 88 Bingo 88, 88 Golden 88, 88 Riches, 888 Dragons™, 888 Gems 3x3, 888 Gems Pull Tabs, 8th Wonder, 9 Pots of Gold HyperSpins™, A Christmas Carol, A Night In Paris JP, Ace Bonus, Aces & Deuces Bonus Poker, Aces & Eights, Aces & faces poker, Aces and Eights 1 Hand, Aces and Eights 10 Hand, Aces and Eights 100 Hand, Aces and Eights 5 Hand, Aces and Eights 50 Hand, Aces And Eights Poker, Aces and Faces, Aces And Faces HD, Aces and Faces Poker, Aces&Faces, Acey Deucey, Action!, Africa, After Night Falls, Age of Asgard, Age of Knights, AirCombat 1942, Aladdin's Lamp, Alchemy Blast, Alchymedes, Alien Hunter, Alkemor's Tower, All Aces, All American, All American 4 Hands, All American HD, All American Poker 1 Hand, All American Poker 10 Hand, All American Poker 100 Hand, All American Poker 5 Hand, All American Poker 50 Hand, Allstar Knockout, Alter World, Amaterasu Keno, Amazing Link Riches, American Blackjack, American Gold Poker, American Poker II, American Poker V, American Roulette, American Roulette 3D, American Roulette Gold Series, American Roulette High Stakes, American Roulette Privee, American Roulette Pro, Ancient Magic, Andar Bahar, Andar Nights, Angel & Devil, Animal Fishing, Apollo, Aquarium, Arabeska, Arabian, Arabic Roulette, Argentina League, Argo, Asia Wins, Astro Legends: Lyra & Erion, AstroBoomers: To The Moon!, AstroBoomers: TURBO!, At The Copa, Atlantic City Blackjack, Atlantic City Blackjack Elite Edition, Atlantic City Blackjack Gold, Atlantis, Atlantis Bingo, Atom, Aura of Jupiter, Auto-Roulette, Auto-Roulette La Partage, Auto-Roulette VIP, Avalon Scratch, Awesome Money, Aztec, Baccarat, Baccarat - Punto Banco, Baccarat 777, Baccarat Babes, Baccarat Deluxe, Baccarat Mini, Baccarat No Commission, Baccarat Pro, Baccarat Super 6, Baccarat Supreme, Baccarat Supreme No Commission, Baccarat VIP, Baccarat Wheel, Baccarat Zero Commission, Back Blackjack, Back to the Fruits Respins of Amun Re, Balloon, Balloon Run, Banana Bingo, Bank Job, Bank of Gold, Bank Robbers, Barn Ville, Baron Samedi, Basketball, Basketball Strike, Battleships, Beauty and the Beast, Bee Fab Pull Tab, Beer Party, Beer Tycoon, Belangkai, Bet Velodrom 3D, Biergarten Fest Scratch Card, Big Apple Wins, Big Win Baccarat, Bikini Party, Billion Llama, Bingo 3, Bingo 37, Bingo 37 Ticket, Bingo 75, Bingo 90, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gatinho, Bingo Gênio, Bingo Halloween, Bingo Hortinha, Bingo Iglu, Bingo Pilipino, Bingo Pirata, Bingo Pop, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Soccer, Bingo Trevo da Sorte, Bingole, Bingolícia, Bingote, Birds and Animals, Birds Slot, Birds!, Bit Blackjack, Bit Holdem, Black Beauty, Black Jack, Black Jack 21, Black Jack VIP, Blackjack, Blackjack (3 Hand), Blackjack - Multi-hand, Blackjack - Single Deck™, Blackjack 21 + 3, Blackjack Atlantic City, Blackjack Bonus, Blackjack Classic, BlackJack Classic™, Blackjack Double, Blackjack Double Exposure, Blackjack Double Exposure 3 Hand, Blackjack European, Blackjack Fast , Last updated: June 2022 Blackjack Gold 5, BlackJack High, BlackJack Lucky Sevens, Blackjack Mh, Blackjack Multihand, Blackjack Perfect Pairs, Blackjack Platinum 1, Blackjack Royal Pairs, Blackjack Single Deck, Blackjack Supreme Multi Hand, Blackjack Supreme Single Hand, Blackjack Surrender, Blackjack Switch, Blackjack Touch - Single Deck, Blackjack Vegas Strip, Blackjack VIP, Blackjack Xchange, BlackJack™, Blazing Fruits, Blazing Fruits 3x3, Blazing Fruits Pull Tabs, Blood Eternal, Blood Queen Scratch, Blood Suckers, Blood Suckers™, Blossom Wings, Blue Beard, Board Games, Boat Trip Mississippi, Bomb Squad, Bonanza Wheel, Bonus Deuces Wild, Bonus Deuces Wild 1 Hand, Bonus Deuces Wild 10 Hand, Bonus Deuces Wild 100 Hand, Bonus Deuces Wild 5 Hand, Bonus Deuces Wild 50 Hand, Bonus Deuces Wild Poker, Bonus Poker, Bonus Poker 1 Hand, Bonus Poker 10 Hand, Bonus Poker 100 Hand, Bonus Poker 5 Hand, Bonus Poker 50 Hand, Book of Bastet, Book Of Crazy Chicken, Book of Juno, Book Of Keno, Book of Madness, Book of Madness Respins of Amun Re, Book of Oasis, Book of Romeo & Julia, Book of Romeo and Julia Golden Nights, Book of Shadows, Book of Slingo, Book of Win, Books & Bounties, Books & Bulls Golden Nights, Books & Pearls, Books & Temples, Books And Bulls RHFP, Books and Pearls Respins of Amun Re, Booming Bananas, Booming Seven , Booming Seven Deluxe, Boss The Lotto, Boto Bingo, Boxes, Break Da Bank Again Respin, Bubble Mania, Buffalo Spirit 3x3, Buffalo Spirit Pull Tabs, Bull Cards, Bull Fight, Bun in the Oven, Burning Ice, Burning Ice 10, Burning Ice 40, Burning Keno, Burning Pearl Bingo, Cabaret Dancing Bones, Cai Shen Bingo, Cai Shen Fishing,

Caishen Dao, Calavera Bingo, Candy, Cappadocia, Captain Domino, Card Roulette, Caribbean Beach Poker, Caribbean Blackjack, Caribbean Hold'em, Caribbean Poker, Caribbean Saga, Caribbean Stud, Caribbean Stud Poker, Carnaval Bingo, Carnaval Forever, Carnaval Scratchcard, Carol Of The Elves, Carousel, Cash Cuisine, Cash or Crash, Casino, Casino Battle, Casino Hold'em, Casino Holdem, Casino Holdem 1, Casino Hold`em, Casino Roulette , Casino Slot, Casino Stud Poker, Casino War, Caterpillars, Cazino Cosmos, Celebrity Zoo Scratch Card, Champions, Champions Bingo II, Champions Ondemand, Charming Wheel, Charms & Clovers, Chefs Menu, Cherry Blast, Cherry Blast Scratch, Cherry Bomb Deluxe, Cherry Cherry Scratchcard, Chicago Bang Bang!, Chicago Nights, Chilli Pop, Chilling Tiger, Christmas Party, Christmas Slot, Chuck a Luck, Circus, Circus Bingo, City Slot, Classi Keno, Classic 1, Classic 2, Classic Blackjack, Classic Blackjack Gold Series, Classic Cars Deluxe, Classic Mario, Classico, Coils of Cash, Coin Conqueror, Coin Field, Coin Vault, Coins, Color Champion, Colours, Cool Buck - 5 Reel, Copa Libertadores, Cops & Robbers, Cosmic Crystals Scratch, Courier Sweeper, Cowboy, Craps, Crazy Mice, Crazy Monkey, Cricket X, Crown & Anchor, Crypto Mania Bingo, Crystal Ball Golden Nights, Crystal Ball Red Hot Firepot, Crystal Burst XXL, Cup Cakes, Cupid's Scratch, Curious Machine Plus, Cute Cats, Cutie Cat, Cutie Cat Crazy Chicken Shooter, Cyber Catz: Scratch Card, Dark, Dark 100, Dark Joker Rizes, Dark Vortex, Darts 180, Dashing Derby, Dazzling 7, Dead or Alive™, Delighted Dragon, Deuces & Jokers, Deuces and Joker, Deuces Wild, Deuces Wild 1 Hand, Deuces Wild 10 Hand, Deuces Wild 100 Hand, Deuces Wild 4 Hands, Deuces Wild 5 Hand, Deuces Wild 50 Hand, Deuces Wild HD, Deuces Wild Video Poker, Deutsches Roulette, Diamond, Diamond Deal, Diamond Rich Life 3x3, Diamond Rich Life Pull Tabs, Diamond Valley, Diamonds, Diamonds are Forever 3 Lines, Dice, Dice Bingo, Disc of Athena, Disco Keno, Disco Night, Disco Spin 3x3, Disco Spin Pull Tabs, Divine Fire, Dog 6 H.Odds, Dog H.Odds On Demand, Dog Racing, Dogs 3D, Domino QiuQiu, Donut City, Donut Rush, Double Aces & Faces, Double Bonus, Double Bonus Poker, Double Bonus Poker 1 Hand, Double Bonus Poker 10 Hand, Double Bonus Poker 100 Hand, Double Bonus Poker 5 Hand, Double Bonus Poker 50 Hand, Double Bonus Poker HD, Double Double Bonus, Double Double Bonus Poker, Double Last updated: June 2022 Double Bonus Poker 1 Hand, Double Double Bonus Poker 10 Hand, Double Double Bonus Poker 100 Hand, Double Double Bonus Poker 5 Hand, Double Double Bonus Poker 50 Hand, Double Dragons, Double Exposure, Double Exposure Blackjack mh, Double Joker, Double Joker Poker HD, Double Your Dough, Dr. Jekyll & Mr. Hyde, Draculars Blood Bank Scratch, Dragon Dance, Dragon Fishing, Dragon Fishing II, Dragon Kings™, Dragon Master, Dragon Of The Princess, Dragon Scrolls, Dragon Tiger, Dragon's Cave, Dragons Tomb, Draw High Low, Duck Shooter, Duck Shooter Crazy Chicken Shooter, Duobao Baccarat, Dwarf's Gold, Dynamic Paytable Roulette, E-Bingo, E.T. Races, E.T.Races, Easter Island, Easter Island 2, Easter Pick, Egg Hunter, EggOMatic™, El Porko Mafioso, Elephant Scratchcard, Elite of Evil: The First Quest, Elusive Gonzales, England League, England League Ondemand, English Fast League, English Soccer, Epic Gems, Escape from Alcatraz, Euro Cup 2020, Euro Cup 2020 Ondemand, Euro League Legends, Euro Roulette, Euro Twins Roulette, European Blackjack, European Blackjack Elite Edition, European Blackjack Mh, European Roulette, European Roulette Christmas Edition, European Roulette Dark Mode, European Roulette Gold Series, European Roulette High Stakes, European Roulette Low Stakes, European Roulette Pro, European Roulette Small Bets, European Roulette VIP, Evolution, Explodiac Red Hot Firepot, Explosive Cocktail, Exposure Blackjack, Extra Bingo , Extra Clovers, Extreme, Extremely Rich, Ez2 Lotto, F777 Fighter, Fa-Fa Twins , Faces & Deuces, Faerie Spells™, Fair Roulette, Fair Roulette Privee, Fair Roulette Pro, Fall of the Beast, Fan Tan, Fancy Fruits Crazy Chicken Shooter, Fancy Fruits Golden Nights, Fancy Fruits Respins of Amun Re, Fancy Fruits RHFP, FanTan, Fashion, Fashion TV Nations League, Fervent Diamond, Fervent Diamond Nudge, Fire & Steel, Firefly Keno, Firestorm Bingo, Firing Hot, First Person American Roulette, First Person Baccarat, First Person Blackjack, First Person Craps, First Person Dragon Tiger, First Person Dream Catcher, First Person Football Studio, First Person Golden Wealth Baccarat, First Person Lightning Baccarat, First Person Lightning Roulette, First Person Mega Ball, First Person Roulette, First Person Blackjack, Fish Prawn Crab, Fish-Prawn-Crab Dice, Fishermen Gold, Fishing Expedition, Fishing God, Fishing Kingdom, Fishing War, Five Aces, Five Ball Fiesta, Five Dragons Fishing, Five Hand Vegas Blackjack, Five Hand Vegas Blackjack V2, Flame Roulette, Flash

Winnings, FLG Game, Fly Jet, Fly Piggy Fly, Football, Football 3x3, Football Bet, Football Hub, Football League Round, Football Penalty Duel, Football Pro Scratchcard, Football Slot, Football Streak, Football Strike, Force Of Dragon, Forest Animal, Forest Party, Forever Diamonds, Fort Brave, Fortuna, Fortune, Fortune 18, Fortune black, Fortunes, Four Aces, Four Seasons, Frankenslot's Monster, Freecell, Freeway Poker, French Keno, French Roulette, French Roulette Privee, French Roulette Pro, Frenzy Discs: Twin Numbers, Frog Creek, Fruit, Fruit Bat Crazy™, Fruit Casino, Fruit Casino 3x3, Fruit Casino Pull Tabs, Fruit Cocktail, Fruit Fashion, Fruit Heat, Fruit Love, Fruit Mania, Fruit Mania Golden Nights, Fruit Punch Up, Fruit Rush, Fruit Scapes, Fruit Scapes 3x3, Fruit Scapes Pull Tabs, Fruit Snapz, Fruitoids, Fruitomatic, Fruits Bar, Fruits Bar Pull Tabs, Fruits Fortune Wheel, Fruits Fortune Wheel 3x3, Fruits Fortune Wheel Pull Tabs, Fruitsie, Fruity Flurry, Fruity Taste, Fun Fruit, Gagarin-61, Galaxy, Galaxy Roulette, Gambeta Bingo, Gangsters, Gates of Persia, Gem Fishing, Gem Riches, Gem Roulette, Genie Wishes, Germany League, Germany League Ondemand, Ghost Pirates™, Gifts of Ostara Scratch, Giovanni's Gems, Global American Roulette, Global Bet, Global Euro Roulette, Global Poker Roulette, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Goal Football League Round - Italian, Goal Football League Round - Spanish, Goblin Run, Gods Slash Fish, GodzFishing, Gold and Money, Gold Bars & Rounds, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Canyon™, Gold Digger: Mines™, Gold Dragon 360, Gold Rooster Lottery, Gold Roulette, Goldaur Last updated: June 2022 Guardians, Golden Chip Roulette, Golden Clover, Golden Crab, Golden Dragon, Golden Dragon Club, Golden Egg Keno, Golden Egg Of Crazy Chicken, Golden Egg of Crazy Chicken Crazy Chicken Shooter, Golden Garuda, Golden Girls, Golden Hook™, Golden Joker Dice, Golden Lemon, Golden Lemon Deluxe, Golden Lucky Cat, Golden Potion, Goldfire 7s, Good Girl/Bad Girl, Gorgeous Diamond, Gorgeous Diamond 3x3, Grand Crown, Grand Riches, Great Warrior, Greedy Goblins, Green Grocery, Greyhound Races, Greyhound Streak, Greyhounds, Greyhounds Ondemand, Guess Train, Gypsy Rose, Hallow Pick, Halloween, Halloween Keno, Halloween Lotto, Halloween Money, Halloween Scratch Card, Halloween Slot, Happy 10, Happy Beast Cards, Happy Birds, Happy Cards, Happy Holidays Scratch, Happy Lottery, Happy New Year, Haunted Money, Haunted Money 3x3, Haunted Money Pull Tabs, Havana Club, Heads & Tails, Heads and Tails, Heads and Tails XY, Heart Of Princess, Hearts, Hearts of Three, Hellfire, Hi-Lo Blackjack, Hi-Lo Switch, High Hand Holdem Poker, High low, Highway Stars, Hilo, HiLo Gambler, Hockey, Holdem Poker, HollyWood Bingo, Holmes & The Stolen Stones, Holmes and the Stolen Stones, Horse 6, Horse 6 Ondemand, Horse Racing Real, Horse Racing Roulette, Horse Racing Virtual, Horses 10 Flat, Horses 10 Flat Ondemand, Horses 10 Sprint, Horses 10 Sprint Ondemand, Horses 12 Flat, Horses 12 Sprint, Horses 6 H. Odds, Horses 6 H. Odds Ondemand, Horses 8 Flat, Horses 8 Flat Ondemand, Horses 8 Sprint, Horses 8 Sprint Ondemand, Horses Streak, Horseshoe, Hot Fruits Wheel, Hot Fruits Wheel 3x3, Hot Fruits Wheel Pull Tabs, Hot Keno, Houdini, Huaguoshan Legends, Hugo 2, Hyper Burst, Immortal Romance, In Between Poker, Infinitely Hot, Instant Bingo, Instant Football, Instant Greyhounds, Instant Horses, Instant Speedway, Instant Trotting, Instant Velodrome, Irish Charms, Irish Story 3x3, Irish Story Keno, Irish Story Pull Tabs, Island 2, It Came From Venus JP, Italia 3x3, Italia League, Italian Fast League, Italian Roulette, Italian Soccer, Italy League Ondemand, Jack Hammer 2: Fishy Business™, Jack Hammer™, Jackpot, Jackpot 6000™, Jackpot Cherries, Jackpot Poker, Jackpot Roulette, Jackpot Stud Poker, Jacks or Better, Jacks or Better 1 Hand, Jacks or Better 10 Hand, Jacks or Better 100 Hand, Jacks or Better 4 Hands, Jacks or Better 5 Hand, Jacks or Better 50 Hand, Jacks or Better Double Up, Jacks Or Better HD, Jacks Or Better Poker, Jacks or Better Saloon, Jade Butterfly™, James Cook, JetX, JetX 3, Jewel, Jingle Up, Jogo Do Bicho, Joker Dice, Joker Factor, Joker Poker, Joker Poker 100 Hand, Joker Poker 4 Hands, Joker Poker Aces HD, Joker Poker Kings HD, Jokerizer, Joker's Wild, Jolly Poker, Just a bingo, KA Fish Hunter, Kawaii Kitty, Keno, Keno Deluxe, Keno Fortunes, Keno Live, Keno Neon, Keno Night, Keno Pop, Keno Rush, Keno T+, Keno Universe, Keno Vegas, Keno80, King & Queen, King Octopus, King of Fruits, King of Jumping Scratch, King of Jungle, King of the Jungle, King Of The Jungle Golden Nights, Kingly Crown, Kitten Rest, Kitty Cash, Kitty Cash Scratch, Kitty Puzzle, La Dolce Vita, La Dolce Vita Golden Nights, La Dolce Vita RHFP, Land Of Heroes, Land of Ozz, Las Vegas, Lava Lions, Le Kaffee Bar, Legend of Erlang, Legend Of The Nile™, Let It Ride Poker, Let's Enhance, Libertadores Ondemand, Lightning Joker, Lightning Lucky Six,

Lightning Roulette, Limbo Cat, Limoncello, Live Lotto, Live Roulette, Live Slots, Livegames 37, Locomodin, London Hunter, Loot or Boot, Lost Treasure, Lost Vegas Zombies Scratch, Lottery Wheel, Lotto Lucky, Lotus Love, Love Magic, LoveYa, Low Roulette, Lucky 3, Lucky 5, Lucky 7, Lucky 7 Blackjack, Lucky Card, Lucky Cat Blackjack, Lucky Christmas, Lucky Clover, Lucky Coin, Lucky Coins, Lucky Day: Cheltenham Champions, Lucky Day: Christmas Cashcade, Lucky Day: Eggstravaganza, Lucky Day: Football Gold, Lucky Day: Mega Halloween, Lucky Day: Summer Spike, Lucky Drink, Lucky Drink In Egypt, Lucky Green 777, Lucky Keno, Lucky Ocean, Lucky Pigs, Lucky Riches Hyperspins, Lucky Roulette, Lucky Sevens, Lucky Six , Lucky Spin European Roulette, Lucky Tanks, Lucky Trick Pull Tabs, Lucky Wheel, Lucky X, Ludo, Last updated: June 2022 LUX Roulette, Luxor Scratch, Luxurious World, Luxury Lux, Maaax Diamonds Golden Nights, Mafia: Syndicate, Magic, Magic Garden, Magic Garden 10, Magic Garden 40, Magic Luck, Magic of Christmas, Magic Poker, Magic Rush Deluxe, Magic Rush Win, Magic Shoppe, Magic Stone, Magic Wheel, Magnificent Fruits, Magnify Man, Mahjong, Majesty Fruits, Marswood Party, Martians Attack, Match Day, Match Mania, Max Car Motor Racing, Maxi Roulette, Maya Mystery, Mayan Fire, Mega, Mega Gems, Mega Glam Life, Mega Jack HD, Mega Joker, Mega Love, Mega Score, Megamoney, Mehen, Melbet European Roulette, Mermaid Hunter, Mighty Dragon, Million Coins Respin, Mine Field, Miner Babe, Mines, Minesweeper XY, Mini Roulette, Moirai Blaze Scratch, Money Matrix, Money Tree, Money Wheel, Monkey Mania, Monster Blast, Monster Legend, Monsters, Monsters' Scratch, Moon Stone, More Cat Mania, More Gold Diggin', More Or Less, Motorbike V2 Ondemand, Motorbikes, Mr Chu Tycoon, Mr. Vegas, Muertitos, Muertitos: Video Bingo, Multi Hand Atlantic City Blackjack, Multi Hand Classic Blackjack, Multi Hand European Blackjack, Multi Hand Vegas Downtown Blackjack, Multi Hand Vegas Single Deck Blackjack, Multi Hand Vegas Strip Blackjack, Multi-Hand Blackjack, Multi-Hand Blackjack V2, Multifire Roulette, Multihand - Jacks or Better Poker, Multihand Blackjack, Multihand Blackjack Pro, Multiplayer Bull Cards, MWA, Mysteries of the East, Nang Kwak, Nascar Streak, Nektan Blackjack, Nektan Roulette, Neon Jungle Scratch, Neon Keno, Neon Roulette, Neon Shapes, Neptune Treasure Bingo, Nerves of Steel, New Triple, New Triple HD, Next Six, Night Wolves, No Commission Baccarat, No Zero Roulette, Nordic Quest, Number Bonus, Number Game, Nuwa, Oasis Poker, Oasis Poker Classic, Ocean Pearl, Ocean Ruler, Ogre Empire, Old Fisherman, Ole Bingo, Olympus Treasures, One More Poker, Oracle Real Casino Roulette, Orient Express, Ozwin's Jackpots, Pachinko, Pachinko 2, Pachinko 3, Pai Gow, Pai Gow Poker, Paint Scratch, Paris Nights, Partick's Pick, Party Pop, Patrick's Magic Field, Penalty, Penalty Series, Penalty Shoot-Out, Penguin City, Persian Nights, Phantom's Mirror, Pharaoh's Riches, Pharaoh's Riches Golden Nights, Pharaoh's Riches RHFP, Pharaoh, Pharaon, Phoenix's Fruits, Pick Your Way to a Winner, Piggy Bank, Piggy Bank Scratch, Piggy Picker, Pinocchio, Pip's Quest, Pirate 21, Pirate Cave, Pirate Cave 3x3, Pirate Cave Pull Tabs, Pirate Island, Pirates Bay, PK10, Planet 67, Planets, Platinum Bullions, Platinum Hounds, PlingoBall, Plinko, Plinko XY, Pok Deng, Poke The Guy, Poker King, Poker Race, Poker Roulette, Poker Teen Patti, Pompeii, Pontoon, Pontoon 21, Pop 'til You Drop, Portomaso Real Casino Roulette 2, Poseidon's Secret, Power Balls (CD), Power Balls Light, Prehistoric Story, Premier Blackjack with Lucky Lucky™, Premier Blackjack with Side Bets, Princess of Swamp, Pro-Pong Table Tennis, Pull A Cracker, Pull Tab Cashing Rainbows, Pull Tab Go Wild on Safari, Pull Tab Hot Cross Bunnies, Pull Tab Jewellery Box, Pull Tab Shore Thing, Pull Tab Sunset Reels, Pumpkin Patch, Pumpkin Win, Puppy Payday Scratch, Purple Brilliant, Pyramid, Pyramid Treasures, Queen of Gold™, Racing Dogs, Racing Horses, Raid the Piggy Bank, Rainbow 3x3, Rainbow Blackjack, Rainbow Wilds Scratch, Ramses Book Golden Nights, Ramses Book Respins of Amun Re, Ramses Book RHFP, Rasta Bingo, ReTrigger Happy Pull Tab, Real Christmas Roulette, Real Fighting, Realistic Roulette, Red Card, Red Chilli Luck, Red Dog, Red Hot Sevens, Red Hot Sevens Pull Tabs, Red Queen, Red Queen Blackjack, Red Square Games, Reel Extreme, Reel Gems, Reel Gems Deluxe, Reel Hot Respin™, Reel Riches, Reel Steal™, Reels of Wealth, Retro Reels, Retro Solitaire, Rich Life, Rich Life 3x3, Rich Life Pull Tabs, Riches, Ride `Em Poker, Ride'm Poker, Rio Bingo, RNG-WAR, Roasting Hot, Roasting Hot 100 Lines, Roasting Hot 40, Robin Hood: Shifting Riches™, Rock VS Paper: Vikings Mode, Rocket Dice, Rocket Dice XY, Rocky Mocky, Roll To Luck, Roman Legion Extreme Red Hot Firepot, Roman Legion Golden Nights, Romance of the Three Kingdoms, Romeo, Rooftop Fight, Roulette, Roulette Last updated: June 2022 Advanced,

Roulette Adviser, Roulette American Pro, Roulette Classic, Roulette Common Draw 12 Numbers, Roulette Euro Pro, Roulette Grand Croupier, Roulette Grand Croupier Chiquito, Roulette Grand Croupier Rebeca, Roulette Royal, Roulette Silver, Roulette Single Zero Roulette, Roulette with track, Roulette X2, Roulette X5, Roulette – American, Roulette™, Royal Court, Royal Riches, Royal Seven Golden Nights, Royal Seven Ultra, Royal Seven XXL, Royal Wealth, Royal Wins, Run Amuck, Russian Keno, Russian Poker, Safari Sam, Saloon, Samurai, San Gong, Santa's Village, Santa's Wild Pick, Santa's Workshop, Sapphire Roulette, Savanna Moon, Scalding Hot, Scarab Treasure, Scout Gaming, Scratch Dice, Scratch Match, Scratchy Bit, Scroll Of Anubis, Scrooge, Scudamore's Super Stakes™, Seasons, Secret Agent, Secret Cupcakes, Secret of the Stones, SEDIE, Sequential Royal, Sevens, Sevens & Books, Sevens Fire, Sheriff Jack, Shogun Secret Crazy Chicken Shooter, Showball 3, Showdown, Showhands, Si-Xiang Scratch, Sibyl, Sic Bo, Sic bo 888, Sic Bo Dragons, Sic-Bo, Sicbo, Sicbo Australia, Signs Of Fortune, Simply The Best, Sin City Nights, Single Deck Blackjack, Single Deck Blackjack Elite Edition, Single Deck Blackjack Gold Series, Single Deck Blackjack Mh, Single Hand Blackjack, Siren's Kingdom Scratch, Six Card Charlie Blackjack, Six Shooter, Sizzling Crown, Sizzling Crown Pull Tabs, Slice And Dice, Slingo Advance, Slingo Ante Up, Slingo Berserk, Slingo Big Wheel, Slingo Cascade, Slingo Classic 20th Anniversary, Slingo Fire & Ice, Slingo Fluffy Favourites, Slingo Lightning, Slingo Lucky Larry's Lobstermania, Slingo Lucky Streak, Slingo Reel King, Slingo Reveal, Slingo Showdown, Slingo Starburst, Slingo Wild Adventure, Slingo Xing Yun Xian, Slot Car Races, Slot It In!, Slots Angels, Snack Blast, Snakes And Ladders, Snow Scratcher, Solar Goddess, Solitaire, Space Cat, Space Cowboy, Space Force, Space Hunters: Scratch Card, Space XY, Spaceship, Spain League, Spain League Ondemand, Spanish Fast League, Speed Cricket Baccarat, Speedway, Speedway Ondemand, Spider Solitaire, Spin 2 Wheels, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin 2 Win Royale American, Spin and Win, Spin Dizzy Pull Tab, Spin Payday, Spin X, Spina Colada, Spinball, Spinfinity Man, SpinLotto Scratch, Spino Greyhounds, Spino Horses, Spinola Lottery, Spooky Scary Scratchy, Sport Slot, Squeaky Blinders, Stack'em Scratch, Stacks of Jacks, Stampede, Stardust, Steam Joker Poker, Sticky Diamonds, Sticky Diamonds RHFP, Stuffed with €100s, Sugar Pop, Sugar Pop 2™, Sumi-e, Summer Cocktail, Summer Scratch, Sunny Shores, Suntechnik Classic, Super 6, Super 7 Blackjack, Super Baccarat, Super BarX Pull Tab, Super Bola, Super Duper Cherry, Super Duper Cherry RHFP, Super Fast Hot Hot Respin, Super Graphics Upside Down Pull Tab, Super Keno, Super Las Vegas HD, Super Lucky Reels, Super Mask, Super Multitimes Progressive HD, Super Sevens, Super Shamrock, Super Super Fruit, Super Video Poker, Super7, Superb Keno, Swedish Roulette, Sweet Alchemy Bingo, Sweet Candy Slot, Tai Xiu, Take 5, Take 5 Golden Nights, Take 5 RHFP, Taxi Movida, Teen Patti, Teen Patti Face Off, Temple Stacks: Splitz™, Tennis, Tens or Better, Tens or Better 1 Hand, Tens or Better 10 Hand, Tens or Better 100 Hand, Tens or Better 5 Hand, Tens or Better 50 Hand, Tens Or Better HD, Texas Hold'em Bonus, Texas Hold'em Poker, Texas Hold'em Poker, Texas Hold'em, Texas Hold'em Poker 3D, Thai HiLo, The Alchemist, The Angler, The Book Beyond, The Charm of Cleopatra, The Curious Cabinet Scratch, The Dark Joker Rizes, The Deep Monster, The Dollar Game, The Expandable, The Exterminator, The Ghost Walks, The Glam Life, The Gold of Poseidon, The Golden Owl of Athena™, The Harvest Wheel, The Incredible Balloon Machine, The Kingdom Of The Elves, The Land Of Heroes Golden Nights, The Link Scratch, The Moneymania, The One Armed Bandit, The Pesos game, The Saloon HD, The Shield of Zeus, The Slotfather JP, The Slotfather: Part II, The Smart Rabbit, The Thimbles, The Topsy Tourist, The True Sheriff, The Wish Master™, Thimbles, Three Card Poker, Three Card Poker Deluxe, Three Card Last updated: June 2022 Rummy, Three Cards, Thrones Of Persia, Tiger Scratch, Tiger's Claw, Tomatina Bingo, Top Secret, Tower of Power, Treasure Island, Treasure of Horus Scratch, Treasure Room, Treasure Tombs, Tree of Fortune, Trevo da Sorte Scratch Card, Trey Poker, Triple 7, Triple Bonus, Triple Bonus HD, Triple Bonus Poker, Triple Double Bonus Poker, Triple Edge Poker (Three Card Poker), Triple Tigers™, Troll Dice, Tron Race, Tropical Fruitsie, Turbo 90, Turbo Keno, Turbo Poker, Turbo Roulette, Turkish Blackjack, Turkish Roulette, Turtle and Phoenix, Tut's Twister, Tutan keno, TV Roulette, Tycoons, Ultimate Baccarat, Under the Bed, Undersea Battle, Untamed - Giant Panda, Upper Hot, Valley of Pharaohs, Valley Of The Gods, Valley Of The Gods 2, Vampire The Masquerade - Las Vegas, Vampires, Vegas, Vegas 2, Vegas

Downtown Blackjack, Vegas Single Deck Blackjack, Vegas Strip Blackjack, Vegas Strip Blackjack Elite Edition, Vegas Strip Blackjack Gold Series, Vegas VIP Gold, Vegas Wins, Victorious™, Video Poker Jacks or Better, Viking, Viking Runecraft Bingo, Viking Voyage™, Viking Wilds Scratch, Vikings Go Berzerk, Vikings go to Hell, Village Fun, Violet Vacation, VIP Keno, VIP Roulette, Virtual Baccarat, Virtual Burning Roulette, Virtual Challenge Cup, Virtual Classic Roulette, Virtual Cup, Virtual Euro Trophy, Virtual Football, Virtual Football Cup, Virtual Football Pro, Virtual Golf, Virtual Greyhound Races, Virtual Horse Races, Virtual Motorcycle Speedway, Virtual Racing, Virtual Roulette, Virtual SicBo, Virtual Soccer, Virtual Tennis, Wai-Kiki Scratch, Walking Death, War, Way of the Warrior: Scratch Card, Wealth Club, Weekend In Vegas, Western Jack, Wheel of Africa, Wheel of Fortune, Wheel of Fruits, Wheel of Hounds, Wheel of Monsters, Wheel of Steal, Wheel of Winners, Wheely Wheely Big, Wicked Circus, Wild Bonus Re-Spins, Wild Extra Cats, Wild Heroes, Wild Jester, Wild Orient, Wild Pops, Wild Rapa Nui, Wild Robo Factory, Wild Rubies Christmas Edition, Wild Rubies Golden Nights, Wild Rubies Red Hot Firepot, Wild Spin, Wild Texas, Wild Water King, Wild West, Wildlife 2, Wilds Gone Wild, Win Blaster, Win Shooter, Windjammer, Winter Night, Winterberries, Wolf Hunters, Won Won Catching, World Cup, World Cup Keno, World Cup Ondemand, World Football, World Hockey League, World of Fruits, World War, XKeno, Xmas 3x3, Xmas Keno Cat, Xmas Luck, XXXtreme, Yak Yeti & Roll™, YaSunHi, Yatzy, Yukon 21, Zeppelin, Zodiac Signs, Zombie Hoard, Zombie Moon, Zombie Party, Zoom Roulette

25.4. Errors Or Omissions

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

not be expected to compensate for any losses incurred as an outcome of a delay related to the transmission of digital data covering such events.

5. By starting to play any game made available by the Bookmaker, the Customer assumes full and sole personal responsibility for the speed and quality of his/her connection to the Internet as well as for the technical condition and efficiency of the equipment used to get access to the internet. The Bookmaker explicitly rejects any liabilities for any losses the Customer incurs (as an outcome of service issues, poor connection, weak signals, loss of service, or otherwise) because of their internet service providers or telecom providers.

25.5. Force Majeure Events

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