

TITLE

Betting and Gambling Regulation

Betting Rules for fixed odd bets

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SUMMARY

GAMBLING REGULATION

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SUMMARY

GAMBLING REGULATION

Napoleon Games NV is a company limited by shares incorporated under Belgian law, with its registered office at Steenweg op Gent 505, 1080 Molenbeek, registered with the Crossroads Bank for Enterprises under number 0424.851.684. Napoleon Games NV holds a B licence under Belgian law for the operation of offline games of chance in a Class II gaming establishment and an additional B+ licence under Belgian law for the operation of games of chance via information society tools.

Hereinafter referred to as **Napoleon Games NV**.

Napoleon Games Sports is a company limited by shares incorporated under Belgian law, with its registered office at Steenweg op Gent 505, 1080 Molenbeek, registered with the Crossroads Bank for Enterprises under number 0880.462.268. Napoleon Games Sports NV holds an F1 licence under Belgian law for the operation of betting in a Class IV gaming establishment and an additional F1+ licence under Belgian law for the operation of betting via information society tools.

Hereinafter referred to as **Napoleon Games Sports NV**.

E.C.K. is a company limited by shares incorporated under Belgian law, with its registered office at 8300 Knokke-Heist, Zeedijk-Albertstrand 509, registered with the Crossroads Bank for Enterprises under number 0406.949.939. E.C.K. NV holds an A licence under Belgian law for the operation of offline games of chance in a Class I gaming establishment and an additional A+ licence under Belgian law for the operation of (casino) games of chance via information society tools.

1 DEFINITIONS

For the purposes of this GAMBLING REGULATION, the terminology in capital letters is defined as follows:

BETTING TICKET - represents part of the contract between the OPERATOR and the PLAYER (hereinafter referred to as "ticket / betting ticket"), issued on the OPERATOR's gambling platform. A BETTING TICKET may contain one or more bets.

BONUS - the benefit that can be obtained additionally by the PLAYER, without any additional fees or taxes, according to the OPERATOR'S BETTING RULES, within a certain period and / or for certain events.

WINNINGS - the amount of money, goods or services provided by the OPERATOR to any PLAYER based on one or more BETTING TICKETS winner declared, according the BETTING RULES. Note: THE WINNINGS OF A SINGLE TICKET is calculated by multiplying the odds of all events (final odds) with

the BETTING STAKE and adding the potential BONUS (if applicable). The WINNING of a SYSTEM ticket is calculated by calculating all the winning versions and adding them up. Taking in consideration this calculation, the conclusion is that any game that receives odd 1 does not influence the status of the TICKET to be a winner or non-winner. If a game receives odd 1, the PLAYER does not lose the TICKET but only the WINNING is decreased (and eventually the bonus level, if the case).

ODD - represents a number given by the OPERATOR to a BETTING PREDICTION; Note: The odds of the events set by the OPERATOR can vary in time, until the event it's starting, but the ODD accepted by the PLAYER and displayed on the BETTING TICKET remains valid regardless of future changes, except in the situations provided by the Regulation.

ERROR – an obvious mistake on the BETTING TICKET / in the OFFER. Note: In case of DISPLAY ERROR, TICKET ERRORS or INCORRECT data entered in the system, the OPERATOR has the right to consider the bets to be NULL/ INVALID BETS or to settle them using the correct, even if the ERRORS are discovered after the Event is ended.

GAMBLING/BETTING - activity that involves placing a stake on a random/uncertain result of a future event, in order to win. THE PLAYER places a BET/STAKE (paying the gambling fee) on the (future) result of one or more events from OPERATOR'S OFFER and according to the result of this/these event(s) it is possible to WIN an amount of money according the value of the stake paid by the PLAYER, if all GAMBLING RULES AND REGULATION are respected.

STAKE – amount of money that PLAYER is placing/paying for an event(s) result on a BETTING TICKET .

BETTING OFFER/EVENTS' LIST – total events that the OPERATOR is offering to the PLAYERS and on which results they can bet. **THE OFFER** can include following details: event's code, participants (the general rule is: the host team is written on the left side, even if the event takes place on a neutral site), the odds established for the potential results of the event, any other data of interest (conditions / betting restrictions / event taking place on a neutral location, etc.), date and hour of when the event is starting.

Note: Information about the start time of the events, inserted in the OFFER, is just for informational purposes.

BET - represents an amount of money placed on the unpredictable result of a future event (which will take place after the placement of the TICKET), an event which is included in the OPERATOR'S BETTING OFFER.

NULL BET/INVALID BET/VOID BET - represents the bet / bets which, for reasonable reasons and according with the GAMBLING REGULATION, will be voided, after the event(s) that it was bet on, already took place. For bets with one or more selections on the TICKET, the final WIN will be calculated taking in consideration ODD 1 for the selection (s) declared NULL/VOID.

PLAYER - a person at least 18 years old, has an active account on the online gambling platform, who wants and has the legal right to participate in gambling activities organized by the Operator, his participation assuming the unconditional acceptance of the GAMBLING REGULATION, as well as the TERMS AND CONDITIONS OF USING THE WEBSITE.

PREDICTION - forecast on the result of a future event.

BETTING REGULATIONS - the set of rules, norms and procedures issued by the OPERATOR of the betting activities and approved by the National Gambling Authority, which establishes the conduct of the gambling activities between the OPERATOR and the PLAYER.

2 INTRODUCTION

1. This BETTING REGULATION (hereinafter referred to as the "REGULATION"), establishes the general rules applicable to all types of OPERATOR'S bets available for the PLAYERS, rules which are mandatory for both the OPERATOR and the PLAYER.
2. The REGULATION is displayed on the OPERATOR's webpage, in a visible manner, the PLAYERS having the obligation to acknowledge them. By participating in the gambling activities offered by the OPERATOR, the PLAYER fully understands and agrees: (i) to fully accept the rules of this Regulation; (ii) that he will read and analyze all the rules of this Regulation; and (iii) that he has read, understood and will comply with the TERMS AND CONDITIONS provided by this Regulation.
3. THE PLAYER understands that the OPERATOR is not responsible for the situations generated by PLAYER'S wrong interpretation or lack of knowing of the rules contained in this REGULATION or of the specific rules for the events they have bet on.
4. The rules of this REGULATION shall be completed with applicable law. Also, the OPERATOR can make additions/modifications the rules of participation in the betting activity, with specifications that are stated in the daily BETTING OFFER that OPERATOR is listing, being mandatory for the OPERATOR but also the PLAYER.
5. All bets received by the OPERATOR shall be valid only if the gambling rules have been respected.
6. As a remote gambling OPERATOR, **Napoloen Games Sports NV** makes it available an online platform where customers can register, according to the law. The REGULATION is available to clients and interested persons, on the company's online platform.
7. When placing a bet, the PLAYER declares on his own responsibility that he does not know the result of the future sport events on which he bets, that he can financially sustain the terms of the contract and that he has read, understood and fully agrees with the rules of this REGULATION.
8. THE OPERATOR has the right to make changes in this REGULATION, if he considers them appropriate. The PLAYER is bound to check periodically the REGULATION to keep up to date with any changes.
9. Continuing to use the services of the OPERATOR, it means the PLAYER accepted the current version of the REGULATION.

3 GENERAL TERMS

1. Persons under the age of 18, employees, partners, significant shareholders, members of the management team and the control department of the OPERATOR are not allowed to participate in betting and registration on the online platform. The OPERATOR has the right not to pay the winning TICKETS if it is proved that they belong to the persons mentioned above.
2. The odds and the offer can be changed during the event, and the information regarding each change is automatically uploaded on the OPERATOR's website.
NOTE: In the situation when, from the moment of placing the bet until the registration of the TICKET in the system, the odds have been changed, the valid BET is the one recorded on the TICKET, except for some situations stated by the REGULATION.
3. As a rule, the minimum payment accepted by the OPERATOR, for a single Ticket, is **0.10** Euro for Prematch, Live and Virtual bets. The OPERATOR has the right to set minimum STAKES on the

TICKETS, respectively for each combination in the case of System bets, depending on the type of bet and / or event. The minimum stakes on each combination can be between 0.00001 and 0.01 Euro.

4. The maximum WIN for a TICKET is **200.000** Euros (two hundred thousand euros), regardless of whether multiplying the ODD with the STAKE results in a bigger WIN.
5. THE OPERATOR has the right to set, complete and change the odds, competitions and betting possibilities, to change the minimum STAKE and the maximum WIN, the minimum and maximum number of events on one TICKET, depending on the type of that TICKET. Also, the OPERATOR has the right, without the need for justification, not to accept TICKETS from certain PLAYERS, to request the modification of the STAKE, not to accept duplicate TICKETS, etc.
6. Bets made on the online platform of the OPERATOR cannot be canceled by the PLAYER.
7. THE OPERATOR offers to the PLAYERS access to various statistics, information or content (i.e but not limited to: results, live scores, information about sporting events, etc.), through its own website, through links to third parties or different communication channels.

The OPERATOR does not take responsibility for the accuracy and integrity of the content of this information, statistics, etc., being offered exclusively for guidance purposes.

8. As a general rule, winnings are paid immediately after the end of the last event entered on the TICKET. Exceptionally, the payment can be made in maximum 3 working days from the result's displaying date of the last event bet on the TICKET, according to the information from the official sites of the events/competitions.
9. THE OPERATOR is not obliged to pay the winnings if the results of the competitions are counterfeit or when there is a suspicion regarding the manipulation of the competition's result by the participants or by third parties, if there is evidence of a bet fraud or if authorities investigate, decide and make public the fraud of an event.
10. THE OPERATOR processes the personal data of the PLAYERS according the applicable law, as specified in the Privacy/Undisclosure Statement/Agreement published on the **Napoleon** website (napoleonsports.be), a document available to the PLAYERS at any time, starting with the moment of personal data collection.
11. In the event of any situation not specified by the REGULATION, the OPERATOR has the right to decide in an equitable, correct manner and after agreed with the PLAYER, the best way to solve it, and further to amend this REGULATION accordingly.

4 OFFER, PRODUCTS AND FUNCTIONALITIES

4.1 Types of bets

1. **Pre-game:** events that the PLAYER chooses to predict before the start of the event.
Example: BETTING OFFER includes football games in the first league of Belgium. THE PLAYER chooses to bet, a few days before the start of the first event, on the winning of several teams that will play games on the weekend phase.
2. **Live:** events on which the PLAYER chooses the BET during the sporting event.
Example: BETTING OFFER includes a tennis game between Roger Federer and Rafael Nadal, in which Roger Federer won set 1 and on set 2 Rafael Nadal leads with a score of 2:1 for games. THE PLAYER chooses to bet on Rafael Nadal's victory for this game.
3. **Fantasy Leagues event bets (bets on points awarded to the players)**

The ORGANIZER may include also, in the BETTING OFFER, “Fantasy Leagues” type events, which are associated with real official competitions.

The results of these events are established according to the Regulations of the competitions they are part of, and are based on a well-defined points system, which is made public by the forum that sponsors the competition.

The procedure of awarding points does not depend on the ORGANIZER, this being based on the real performance and role of the game players, during that game.

THE ORGANIZER may offer, but is not limited to, bets on the total number of points, duels on the number of points, differences in points, handicaps, etc ..

The SETTLEMENT of the results is done only based on games’ scores and on the hierarchies established by the official forums.

Bets are valid only if the players are on the pitch from the first minute (they are part of the first 11), otherwise those bets receive ODD 1, unless otherwise specified by the ORGANIZER.

THE ORGANIZER has the right to accept or not accept the combination, on the same BETTING TICKET, of the bets on Fantasy Leagues’ type events with bets on other events presented in the OFFER.

In the case of postponed, canceled, suspended or interrupted games, the following rules apply:

- a. For bets that are the subject of a single game, the general rules of SETTLEMENT and ODD 1, specified in these REGULATIONS, apply.
- b. For bets that are the subject of several games, the general rules of SETTLEMENT and ODD 1, specified in this REGULATION, apply, however the 48-hour period may be extended (if necessary) until the end of the last game (in chronological order), according to the initial schedule from the BETTING OFFER.

Example: If the bet is the subject of two games, one scheduled on Thursday and another scheduled on Sunday, the bet remains valid in case of postponement of Thursday’s game with more than 48 hours, if it starts to be played until the end of the game scheduled for Sunday.

4.2 Types of tickets

The bets proposed by the OPERATOR are: **SINGLE** (Solo), **SIMPLE**, **SYSTEM** (with or without fixed events):

1. **The Single Bet (Solo)** - represents the selection and placing on the TICKET of a single event. The winning condition for this type of bet is to indicate the correct PREDICTION on the result. The winning amount is calculated by multiplying the ODD with the STAKE. This bet will only be accepted if that event has no betting restrictions (eg: a game from the Romanian national football championship can only be accepted, together on the same ticket, with another 3 (three) events from the same championship). The betting restrictions will be specified on the website.
2. **Simple Bet**, without combinations - involves the selection of multiple events and their placement on the same ticket. In this case, the final ODD is determined by multiplying the individual odds of each event. The winning condition of this type of bet is the correct prediction for each event, the winning amount being determined by multiplying the final ODD (the result of multiplication of all events’ odds) with the placed STAKE. The OPERATOR has the right to restrict the selection of the events’ number placed on the same TICKET in a certain championship or competition (eg: from the national football championship of Slovenia, only one game per TICKET is accepted). These restrictions will be specified on the website.

3. **System Bet** - involves selecting events from the OFFER, for which the PLAYER chooses a specific minimum condition to indicating the correct Prediction. The number of choices is mathematically determined according to the formula of combinations of 'n' taken as 'k'.

a) **Bets with Simple system** - involves the correct indication of the minimum number of Predictions chosen, in this case the maximum WIN will be calculated by a mathematical algorithm, taking into account the stake played and a factor of the events' odds, for which the exact Predictions have been placed. The more correctly chosen Predictions are than the minimum chosen, the higher the amount won will be.

b) **Bets with fixed systems** - involves correctly predicting, in addition to the events in the combinations (for which the minimum condition is respected), of a number of events (between 1 and 33) for which it is mandatory to indicate the exact PREDICTION. This bet is a combination between the simple bet and the simple system bet, the maximum WIN being according to the STAKE placed, the result of multiplying of the selected events' odds from the system, and according to the ODD calculated, as previous paragraph for combined events.

Example:

Ex 1: If a PLAYER chose to play 5 games and a SYSTEM 4/5, meaning (according to the mathematical formula of „n” combinations taken as „k”) he played 5 combinations.

If those 5 games have the ODDS: C1, C2, C3, C4, C5, and the STAKE placed on the TICKET is 5 Lev, that means he played on a combination of 5 Lev / 5 options = 1 Lev (STAKE per combination).

The 5 options will be:

a) $C2 * C3 * C4 * C5 * 1$ (STAKE per combination) + BONUS (if the case) = WIN 1

b) $C1 * C3 * C4 * C5 * 1$ (STAKE per combination) + BONUS (if the case) = WIN 2

c) $C1 * C2 * C4 * C5 * 1$ (STAKE per combination) + BONUS (if the case) = WIN 3

d) $C1 * C2 * C3 * C5 * 1$ (STAKE per combination) + BONUS (if the case) = WIN 4

e) $C1 * C2 * C3 * C4 * 1$ (STAKE per combination) + BONUS (if the case) = WIN 5

- If the PLAYER makes all the correct PREDICTIONS and he won't have any ODD 1, then he will reach the maximum WIN: WIN 1+ WIN 2+ WIN 3+ WIN 4+ WIN 5

- If he will lose one game, then he will win $4(k) / 4$ (number of correct PREDICTIONS) = 1 winning option

- If he will lose 2 games, the ticket will be lost.

Note: Usually the number of WINNING OPTIONS on a TICKET with “N” games and system K/N will be calculated like $K / \text{number of games won by the PLAYER}$

Ex 2: If a PLAYER bets $5 / 9 = 126$ options and 7 PREDICTIONS are correct, then number of the winning options will be calculated with the formula $5 / 7 = 21$ winning options.

c) **System Bet with double and / or triple** - involves the selection of one or more events with 2 or 3 different PREDICTIONS. The number of possible combinations is determined by multiplying the PREDICTIONS from each event.

Example: for 2 events on the TICKET with 2 different PREDICTIONS, the number of combinations is 4.

For this type of bet, we can have 2 different situations as follows:

- The situation in which the PREDICTIONS chosen are compatible.

Example: THE PLAYER chose on a TICKET the game Ludogorets - CSKA and plays Final result 1 and 2-3 goals. If the game ends 2-1, Ludogorets won and there are 3 goals. In this situation, the maximum potential WINNING displayed on the TICKET is identical with the WIN obtained by the PLAYER.

- The situation in which the PREDICTIONS chosen are NOT COMPATIBLE.

Example: THE PLAYER chose on the ticket the game Levski Sofia - Ludogorets and plays Final result 1 and Final result X. If the game ends 2-1, Levski Sofia won but there is no tie. In this situation, the maximum potential WINNING displayed on the TICKET is not identical to the WIN obtained by the PLAYER.

4.3 Napoleon Products

1. **Red odds:** several games with special odds are settled daily, with betting options: 1, X, 2 and they can played single, simple or system. One or more Red Odd events can be played on the same TICKET.
2. **Match Combo:** represents a type of bet consisting of combinations of single bets (betting options) that belongs to the same game or event, which has all the characteristics of a single bet.
The following rules apply:
 - a. All the betting options of a Match Combo must comply with the general terms and conditions, general rules of SETTLEMENT and ODD 1, AND / OR under special rules of SETTLEMENT and ODD 1, according to the sports events that they are part of. Bets will be settled according with third-party providers specialized in data collection. If the information cannot be obtained from third-party providers, bets will be settled from the official sites of the competitions. If the information cannot be obtained from the sources mentioned above, the result will be determined based on other public sources of information (eg sites with sports statistics, sports news portals, etc.)
 - b. SETTLEMENT will be done according to the regular playing time (eg football 90 minutes + extra minutes given by officials for normal interruptions during the game). Possible overtimes or penalty kicks are not taken into account, unless otherwise specified.
 - c. If a game is interrupted and resumed within 48 hours from the first kick, all opened bets will be decided based on the final result. Otherwise, all undecided bets will be considered NULL/VOID.
 - d. If any of the bets of which a Match Combo type combination is made from, is void for any reason, with the exception of abandonment/ postponed, the entire bet will be voided, except for the already decided bets or except the situation in which the progress until the end of the event, cannot influence in any way the result of the bet. The stake is NOT applied to the other bets that make a Match Combo.
 - e. For Match Combos with betting options on yellow/red cards received by the game players:
 - i. Cards given to non-players (coaches, players on the reserve bench) will not be taken into account
 - ii. A yellow card is considered 1 card
 - iii. A red card is considered 2 cards
 - iv. elimination after 2 yellow cards are considered 3 cards
 - v. Cards awarded after the game final whistle will not be considered, but the cards given during the break at half game, will be accountable as long as the player is active.
 - vi. If any of the players who are part of the betting options do not participate in the event (from the position of main player or reserves playing during the game), the entire bet will receive ODD 1.
 - vii. If the game ends without one of the teams receiving at least one card or no more cards will be received, from the moment the bet is placed on the cards until the end of the specified time, the bet will be non-winning and will not receive ODD 1.
 - f) In the case of Match Combos with betting options on the scorers (football players):
 - i. If the scorer is not active participating in the event (he is not a main player or reserve position), the bet will receive ODD 1.
 - ii. The own goals are not taken in consideration for the SETTLEMENT of the bets, except for those in which the subject of the bet represents an own goal.

- iii. If the game ends 0-0, the bet is a loser (no win) and will NOT receive ODD 1.
- iv. If one of the betting options on the scorers is NULL/VOID due to the specific sporting rules, will be ODD 1. This rule does NOT apply for abandoned / postponed events.
- g) In the case of Match Combos with betting options on corners:
 - i. Corners received but not executed are not taken into account.
- h) In the case of Match Combos containing penalties' betting options:
 - i. If a penalty is repeated once or several times, only the last penalty executed in this series will be valid
 - ii. If a penalty is rejected by the goalkeeper or the ball bounces off the bar and returns to the same player / another player who scores afterwards, on the same phase of the game, it is not considered a score from the penalty spot.
- i) In case of Prematch Match Combos containing player statistics (for example: shots on target, fouls, offsides, etc.), if a player is not in the starting lineup, the Match Combo will be voided.
- j) In case of Live Match Combos containing player statistics (for example: shots on target, fouls, offsides, etc.), if a player is not on the pitch at the moment of bet placement, the Match Combo will be voided.

1. Combine & Conquer

Eligibility conditions regarding receiving the BONUS:

- The PLAYER is placing an exclusive pre-game bet on the sporting events, under the conditions of the present REGULATION, with minimum of 6 sporting events recorded on the TICKET;
- The minimum ODD is 1.25 for each sports event that was bet;
- The Player's winning can increase, depending on the number of sporting events recorded on the ticket, according to Table no. 1 - Bonus grid:

Bonus Grid	Percentage
4 sport events	2%
5 sport events	4%
6 sport events	6%
7 sport events	8%
8 sport events	10%
9 sport events	15%
10 sport events	20%
11 sport events	25%
12 sport events	30%
13 sport events	35%
14 sport events	40%
15 sport events	50%
16 sport events	60%
17 sport events	70%
18 sport events	80%
19 sport events	90%
20 sport events	100%
21 sport events	100%
22 sport events	100%
23 sport events	100%
24 sport events	100%

Bonus Grid	Percentage
25+ sport events	150%

Table no. 1 - Bonus grid

Note 1: If ODD 1 is assigned to some sporting events recorded on the TICKET, under the conditions of this REGULATION, the bonus grid applies for the other events recorded on the TICKET.

Example: If a PLAYER places a bet on 11 sporting events, and two of the events are settled with ODD 1, then the bonus grid for 9 sporting events will apply, with the percentage of 15%.

Note 2: Bets placed on events under conditions of Red Odds, are not taken in consideration for the Combine & Conquer. If the PLAYER wants to add a sporting event from Red Odds Offer, that respective bet will be considered for the Combine & Conquer, but the bonus grid will be calculated without taking into account the events bet on the Red Odds.

Note 3: The Cash Out feature will also apply to tickets eligible for the Combine & Conquer. However, the calculation of the amount to be paid under the Cash Out option will be based exclusively on the value of the potential win, excluding the Combine & Conquer.

Note 4: Combine & Conquer will also apply to bets placed with mixed STAKES (real money and bonus money) or those placed with bonus money.

Note 5: In the case of system tickets, the Combine & Conquer is calculated for each combination that meets the Combine & Conquer requirements.

E.g.: A PLAYER chooses to play a 5/6 pre-game system ticket (6 events per ticket, hereinafter referred to as E1, E2 ..., E6, having a total of 6 combinations, hereinafter referred to as C1, C2 .. , C6), with odds greater than or equal to 1.25:

$$C1 = E1 * E2 * E3 * E4 * E5$$

$$C2 = E1 * E3 * E4 * E5 * E6$$

$$C3 = E1 * E2 * E4 * E5 * E6$$

$$C4 = E1 * E2 * E3 * E5 * E6$$

$$C5 = E1 * E2 * E3 * E4 * E6$$

$$C6 = E1 * E2 * E3 * E4 * E5 * E6$$

If all the events on the ticket are winning, then the PLAYER will receive the Combine & Conquer for combination 6, because it is the only one who meets all the eligibility conditions (pre-game, minimum ODD 1.25, 6 events).

4.4 Cash Out

1. The Cash Out feature offers the possibility to close an ongoing bet, but whose result has not been yet decided, depending on its value at the time of closing.
2. The Cash Out option is only available at certain time intervals of the events. Any change of the betting options during the event may result in the suspension / deactivation of the Cash Out option.
3. Napoleon has the right, at its sole discretion, to limit / deactivate the Cash Out feature at any time, regardless of the type of bet (pre-game, live, single, single, system). If this happens, any bet will remain as it was initially placed.
4. Napoleon does not guarantee that the Cash Out feature will be available on certain betting options or for certain customers. Napoleon does not assume responsibility if the Cash Out feature is not available.

5. The value of the bet at the time of opting for the Cash Out feature may change, and the customers must be aware that the available value for which you can use the Cash Out function can be different from the value presented on the betting ticket.
6. If you have successfully opted for the Cash Out feature for a bet, it will be solved immediately and any future events related to the bet will not be considered.
7. In the case of an obvious errors, identified during or after an event, Napoleon has the right not to pay the Cash Out option. If the payment has been made, Napoleon has the right to cancel the transaction and pay the bet at a revised price, and any future attempt to place a bet on the same betting option, before the error is corrected, will result in both cancellation of the bets as well as the amounts established through the Cash Out option.
8. The Cash Out feature cannot be used in the case of bets placed using bonus money, but can be used in case of free bets.
9. Bets made using the Cash Out feature do not contribute to the bonus wagering.
10. In order to successfully close a bet using the Cash Out function, this function benefits from predefined settings made by the ORGANIZER, which can be changed by the PLAYER at any time.

4.5 BetBuilder

1. The Bet Builder functionality offers the possibility to combine several betting options from the same match.
2. Bets created using the Bet Builder functionality can be placed as single tickets, but can also be combined with other bets created through Bet Builder on other events or with other betting options from different events.
3. Bets created using the Bet Builder functionality can also be placed using bonus money or mixed stakes (real money + bonus money).
4. Bets created using the Bet Builder functionality contribute to the bonus wagering requirements, unless otherwise specified.
5. All betting options out of which a Bet Builder is composed are subject to the general terms and conditions, the general rules of settlement and Odd 1 and/or the special settlement and Odd 1 rules specific to the sports of which the events are a part.
6. If any of the selections that make up a Bet Builder bet is void for any reason, except for postponement/delay, the entire bet is given odds of 1. The stake will NOT be applied to the other selections that make up the Bet Builder.
7. Napoleon reserves the right to determine and modify, at its sole discretion, the events and betting options for which the Bet Builder functionality will be available as well as the maximum number of selections from which a Bet Builder bet can be made up.
8. Napoleon does not guarantee that the Bet Builder feature will be available on certain betting options, certain events or for certain customers. Napoleon assumes no liability if the Bet Builder feature is not available.
9. Napoleon reserves the right to accept or refuse any bet included in the Bet Builder feature, regardless of the event or betting option.
10. Napoleon reserves the right to settle with odd 1 or to revise the odds of a bet created through Bet Builder if there are obvious errors for any of the selections out of which the bet is made up.
11. Napoleon reserves the right to remove the Bet Builder functionality for any customer or group of customers where there are reasonable grounds that such customer or group of customers is using it in bad faith.
12. Bets created using the Bet Builder functionality are eligible for Cash Out only Pre-Match, as long as all the selections that the bet is comprised of are eligible.

13. The 2 UP promotion does not apply on bets created using the Bet Builder functionality.

5.2. Betting options Guide

1. **Double chance:** It indicates the PREDICTION for the result of an event or for the result of a certain period of the event (first half, second half, overtime, etc.), where the betting options are: host team victory (the team presented on the left side of the offer) or tie game, tie game or guest team victory (the team presented on the right side of the offer), win of the host team or win of the guest team.

E.g.:

- a) For the football game between Dortmund and Barcelona, THE PLAYER's prediction is Dortmund's victory or tie.
- b) For the handball game between Dinamo and CSM Bucharest, the PLAYER's prediction is victory of the CSM Bucharest team or a tie game result.

2. **Draw no bet (DNB) :** It indicates the PREDICTION for the result of a game, of a certain period of an event or a predefined show-up, where the betting options are: the host team (the team presented on the left side of the offer) and the guest team (the team presented on the right side of the offer) . If the specified event or the number of predefined shows-up does not have a winner (eg the game ends as a tie game), the stake will be refunded.

E.g.:

- a) For the football game between Dortmund and Barcelona, THE PLAYER's prediction is tie null bet Dortmund, where if it will be a tie game, the stake is refunded.

3. **Halftime or Fulltime:** It indicates the PREDICTION for the result of an event, either after the end of the first half or at the end of the event.

E.g.:

- a) for the football game between Dortmund and Barcelona, THE PLAYER's prediction is victory of the Barcelona team, after the first half or at the end of the game.
- b) for the basketball game between Fenerbahce and Partizan, the PLAYER's prediction is victory of the Partizan team, at the end of the first half (on break) or at the end of the game.

4. 2-way Handicap

E.g: Dortmund (x.5) / Barcelona (-x.5)

In the case of this type of handicap, the selected team receives either an advantage or a disadvantage of predefined appearances (goals, corners, games, etc.), applied to the result in the specified time period (regular time, halves, etc.). To win the bet, the PLAYER must provide the necessary PREDICTION for the team to win at the predefined number of appearances, after the specified handicap has been added or deducted, as appropriate, according to the sign.

E.g.:

- Dortmund vs Barcelona, prediction Dortmund (1.5).

In order to calculate the result of the handicap, the value of the handicap (1.5) is added to the number of goals scored by Dortmund and compared with the number of goals scored by Barcelona, so that:

- if either Dortmund wins, there's a draw or Dortmund lose by just 1 goal, the bet is won.
- if Dortmund lose by 2 or more goals, the bet is lost.

- Dortmund vs Barcelona, prediction Barcelona (-1.5).

In order to calculate the result of the handicap, the value of the handicap is deducted from the number of goals scored by Barcelona and compared with the number of goals scored by Dortmund, so that:

- if Barcelona wins by a difference of 2 or more goals, the bet is won
- if Barcelona loses, or is a tie game or Barcelona wins by a difference of only 1 goal, the bet is void (non-winner).

5. 3-way Handicap (European Handicap):

E.g: Dortmund (-x) / Draw (x) / Barcelona (x)

The handicap bet, within the Live section, is the type of bet in which the selected team receives either an advantage or a disadvantage of predefined appearances (goals, corners, games, etc.), applied to the result within the specified time period (regular time, darn etc.). In order to win the bet, the PLAYER must provide the necessary Prediction for the team to win on the number of predefined appearances, after the specified handicap has been added or deducted, as the case may be.

E.g.:

For the football match between Dortmund and Barcelona, the PLAYER predicts 1:0 handicap, which means that the number of goals scored by Dortmund plus the handicap (1 goal in this case) must be higher than the number of goals scored by Barcelona, in order for the bet to be won.

6. Asian Handicap: is that type of handicap bet where, if the result after adjusting the handicap line is a draw, the bet is given ODD 1.

E.g.:

a) In the football game between Dortmund and Barcelona, the PLAYER predicts Asian handicap 2.75 for host team. If Dortmund wins the game, it ends as a draw or Dortmund loses with a 1-goal difference, the bet is won. If Dortmund loses by a difference of 2 goals, half of the stake is lost. If Dortmund loses 3 or more goals, the bet is lost.

b) In the football game between Dortmund and Barcelona, the PLAYER predicts Asian handicap for the guest team -2.00.

If Barcelona wins at a difference of 3 or more goals, the bet is won. If Barcelona wins with a difference of 2 goals, the stake is refunded, and if Barcelona wins at a difference of 1 goal, it ends as a draw or loses the game, the bet is lost.

Note: To calculate the result of the Asian handicap bet, you can use the table below. If the bet is not in situations listed below, it can be calculated by applying the same method.

Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Victory	Winner	0	Victory	Winner
	Draw	Stake refunded		Draw	Stake refunded
	Loss	Loser		Loss	Loser
-0.25	Victory at 1+ goals	Winner	0.25	Victory at 1+ goals	Winner
	Draw	Half Stake lost		Draw	Half Stake lost
	Loss	Loser		Loss	Loser

Handicap	Team result	Bet result	Handicap	Team result	Bet result
-0.5	Victory	Winner	0.5	Victory	Winner
	Draw	Loser		Draw	Winner
	Loss	Loser		Loss	Loser
-0.75	Victory at 2+ goals	Winner	0.75	Victory or Draw	Winner
	Victory at 1+ goals	Half Stake won		Loss at 1 goal	Half Stake lost
	Draw or loss	Loser		Loss at 2+ goals	Loser
-1	Victory at 2+ goals	Winner	1	Victory or Draw	Winner
	Victory at 1 goal	Stake refunded		Loss at 1 goal	Stake refunded
	Draw or loss	Loser		Loss at 2+ goals	Loser
-1.25	Victory at 2+ goals	Winner	1.25	Victory or Draw	Winner
	Victory at 1 goal	Half Stake lost		Loss at 1 goal	Half Stake lost
	Draw or loss	Loser		Loss at 2+ goals	Loser
-1.5	Victory at 2+ goals	Winner	1.5	Victory or Draw	Winner
	Victory at 1 goal	Loser		Loss at 1 goal	Winner
	Draw or loss	Loser		Loss at 2+ goals	Loser
-1.75	Victory at 3+ goals	Winner	1.75	Victory, Draw or loss at 1 goal	Winner
	Victory at 2 goals	Half Stake won		Loss at 2 goal	Half Stake lost
	Victory at 1 goal, Draw or loss	Loser		Loss at 3+ goals	Loser
-2	Victory at 3+ goals	Winner	2	Victory, Draw or loss at 1 goal	Winner
	Victory at 2 goals	Stake refunded		Loss at 2 goal	Stake refunded
	Victory at 1 goal, Draw or loss	Loser		Loss at 3+ goals	Loser
-2.25	Victory at 3+ goals	Winner	2.25	Victory, Draw or loss at 1 goal	Winner
	Victory at 2 goals	Half Stake lost		Loss at 2 goal	Half Stake won
	Victory at 1 goal, Draw or loss	Loser		Loss at 3+ goals	Loser
-2.5	Victory at 3+ goals	Winner	2.5	Victory or Draw	Winner
	Victory at 1 or 2 goals	Loser		Loss at 1 or 2 goals	Winner
	Draw or loss	Loser		Loss at 3+ goals	Loser

7. Total Asian goals: is that type of Asian handicap that refers to the total number of goals scored in a game or within a specified range of the game.

E.g.:

a) In the football game between Dortmund and Barcelona, the PLAYER's prediction for Total Asian goals in the first half is over 1.75. If no goal or exactly 1 goal is scored in the first half, the bet is a non-winner one. If you score exactly 2 goals in the first half, half of the stake is won. If 3 or more goals are scored in the first half, the bet is a winning one.

b) In the CSKA - Lokomotiv hockey game, the PLAYER's prediction for Total Asian goals in the game is over 3.00. If there will be 2 or fewer goals scored in the game, the bet is a non-winner one. If there will be exactly 3 goals scored on the game, the STAKE will be refunded. If there will be 4 or more goals scored in the game, the bet is a winning one.

Note: To calculate the result of the Total Asian goals type bet, see the table below. If the bet is not in one of the situations presented below, it can be calculated by applying the same method.

Over	Total goals per game	Bet result	Under	Total goals per game	Bet result
0.5	0	Lost	0.5	0	Won
	1+	Won		1+	Lost
0.75	0	Lost	0.75	0	Won
	1	Half of stake won		1	Half of stake lost
	2+	Won		2+	Lost
1	0	Lost	1	0	Won
	1	Stake refunded		1	Stake refunded
	2+	Won		2+	Lost
1.25	0	Lost	1.25	0	Won
	1	Half of stake lost		1	Half of stake won
	2+	Won		2+	Lost
1.5	1 or less	Lost	1.5	1 or less	Won
	2+	Won		2+	Lost
1.75	1 or less	Lost	1.75	1 or less	Won
	2	Half of stake won		2	Half of stake lost
	3+	Won		3+	Lost
2	1 or less	Lost	2	1 or less	Won
	2	Stake refunded		2	Stake refunded
	3+	Won		3+	Lost
2.25	1 or less	Lost	2.25	1 or less	Won
	2	Half of stake lost		2	Half of stake won
	3+	Won		3+	Lost
2.5	2 or less	Lost	2.5	2 or less	Won
	3+	Won		3+	Lost
2.75	2 or less	Lost	2.75	2 or less	Won
	3	Half of stake won		3	Half of stake lost
	4+	Won		4+	Lost
3	2 or less	Lost	3	2 or less	Won
	3	Stake refunded		3	Stake refunded
	4+	Won		4+	Lost

Over	Total goals per game	Bet result	Under	Total goals per game	Bet result
3.25	2 or less	Lost	3.25	2 or less	Won
	3	Half of stake lost		3	Half of stake Won
	4+	Won		4+	Lost
3.5	3 or less	Lost	3.5	3 or less	Won
	4+	Won		4+	Lost
3.75	3 or less	Lost	3.75	3 or less	Won
	4	Half of stake won		4	Half of stake lost
	5+	Won		5+	Lost
4	3 or less	Lost	4	3 or less	Won
	4	Stake refunded		4	Stake refunded
	5+	Won		5+	Lost

- 8. Outrights:** Provides the Prediction for the final result of a League / Tournament / Competition, either before the start of the specified League / Tournament / Competition, or after the start of it.

E.g.:

- a) In the England football league - Premier League, THE PLAYER bets on Sergio Aguero to win the top scorer title.
- b) In the England football league - Premier League, the PLAYER bets on Liverpool to win the competition.
- c) In the Formula 1 - Grand Prix of Italy, the PLAYER bets on Charles LeClerc to finish the race on one of the positions from 1 to 3.

- 9. Napoleon** offers the possibility to bet on combinations of two or more types of bets specified in section 5 Betting Markets. There are two types of bets:

Both / all BETS/predictions must be correct, for the bet to be a winning one.

E.g.:

- a) Both teams score AND there will be between 3 and 4 goals in the game
- b) The victory of the guest team or a tie game AND at least 2 goals scored in the game
- c) Victory of the host team AND at least one goal is scored in the first half

Only one of the bets must be correct for the bet to be a winning one. Usually, this type of combo is marked by the presence of the word "OR" between the types of bets.

E.g.:

- a) The victory of the host team OR there will be scored at least 3 goals on the game
- b) Both teams score in the first half OR both teams score in the second half
- c) Tie break OR the guest team wins the second half

5. GENERAL SETTLEMENT RULES

- The start times are taken from the official websites of the competitions and from third-parties specialized in data collection. An event is considered as started at the moment when it actually starts (E.g.: the moment when the referee blows the start of a football game, or the moment of first hand/serve played in tennis, etc), not when the time was reached according the sports calendar. The

ORGANIZER reserves the right to offer events whose date and/or start time have not yet been determined by organizing committee. Thus, the start date and time mentioned on the betting ticket for such events are indicative, until the competition organizer sets them.

2. The official results of the events are taken from third-party providers specializing in data collection (namely, OPTA) and from the official websites of the competitions. If the information cannot be obtained through OPTA, the result will be determined based on official sites. If these are also not available or are clearly wrong, the determination of the result will be based on other public sources of information (eg. sites with sports statistics, sports news portals, etc.).
3. Napoleon may offer the functionality of announcing the results and the exact Prediction of the events, by posting on the company website, www.napoleonsports.be, within a few days after the result of the event was posted on official website of the competition.
4. The official result, according to the OPERATOR, is the one at the end of the event, regardless of whether a committee or a forum will decide on another result.
5. If the result of a bet type cannot be officially verified, Napoleon has the right to postpone SETTLEMENT until official confirmation.
6. If there is no possibility to find a result for a particular type of bet, ODD 1 is assigned for those bets.
7. In the case of settlement of incorrect results, the OPERATOR has the right to resettle the results and recalculate the tickets containing re-approved results.
8. For all sports disciplines, the final result is considered the one recorded at the end of the regular playing time (Ex: football = 90 minutes, hockey = 60 minutes), also including the overtime assigned by officials for the normal interruptions during the game, unless otherwise stated.
E.g.: football friendly games may have different time lengths or game format (2 x 40 minutes, 3 x 30 minutes).
9. The bet type "qualification in the next round / winner of the game" also take into account the overtime and the potential penalty kicks.
10. The bets regarding qualification, such as "Who advances into the next round / Who will be qualified," will be voided if the result of the first leg match is modified by the organizer of the competition.
11. If a betting option or outcome belonging from the same event is accepted two or more times on the same TICKET, or if bets which are not the same but influence each other are accepted on the same ticket, the OPERATOR reserves the right to void the bet.
12. In case of all bets that allow multiple winners (e.g. football goal scorer, group with most goals scored, team with most corners, first place winner in swimming, skiing, formula 1, gymnastics, marathon, etc.), if two or more competitors or teams achieve the same result (same time, equal number of goals, equal number of points, etc.) or place in the same position, the Dead Heat rule is applied and the bet is split accordingly, with the winning being calculated by multiplying the Stake by the original ODD and then dividing by the number of winners who finished on that position.
13. If a game is interrupted and resumed within 48 hours from the kick-off, all open bets will be settled based on the final result. Otherwise, all undecided bets will be voided.

E.g. 1:

If a Player bets 2 or more goals in the first half of a football match and the game is interrupted in the 40th minute at the score of 1: 1, the bet remains valid and is a winning bet.

E.g. 2:

If a Player bets 2 or more goals in the first half of a football match and the game is interrupted in the 40th minute at the score of 1: 0, the bet is voided.

14. If an event is cancelled, postponed, suspended or interrupted before the expiration of the regular playing time and is not rescheduled to restart within 48 hours of the initial programming, the bet for this event is VOIDED and ODD 1 is assigned, except for the situations mentioned in sections 7.2" Tennis,

point 3". This aspect does not include events for which the ORGANIZER mentions an indicative start date and time, because the organizer of the competition out of which the respective event is a part of has not yet determined the start date and time.

15. If an event starts and is suspended or interrupted before the expiry of the regular playing time, and within 48 hours the event is not resumed from the point where it was suspended/interrupted, but will be replayed, the bets that have been settled up to the time of interruption/suspension will be settled according to what has happened up to that point, the undecided ones will receive Odd 1, and the replayed match will be considered a separate entity.
16. In the case of any odds displayed or calculated obviously incorrectly, we reserve the right to pay according to the correct odd at that time or void the bet.
17. If a bet remains open with an incorrect score or incorrect status and has an impact on the odds, we reserve the right to void the bet.
18. If the names of the teams / players or the categories are displayed incorrectly, we have the right to void the bet, except for situations in which there are minor typing errors (eg: Ludogrets instead of Ludogorets) and if the subject of the bet is not affected, and participants or teams can be identified without problems, despite the error(s).

E.g:

- a) If the football event proposed in the OPERATOR'S BETTING OFFER on 20.05.2023 is written "FC Barcelona - Real", and at that time the event that takes place is "FC Barcelona - Real Valladolid", the bet will be voided, as one might have understood that the event is "FC Barcelona – Real Madrid"
 - b) If the tennis event proposed in the BETTING OFFER of the OPERATOR on 21.05.2023 is "Pavic - G. Dimitrov", and at that date the event that takes place is "A. Pavic - G. Dimitrov" and M. Pavic does not take part in the respective tournament, the error will not be considered a good reason to in settle the bet.
19. If types of bets have been offered when the result was already known, we reserve the right to void any of these bets.
 20. With the exception of Live bets, if for any reason a bet has been placed after the event started, we reserve the right to void the bets.
 21. For Live bets, if the transmission is abandoned and the game ends on a regular basis, all bets will be decided according to the final result. If the result of a type of bet cannot be officially verified, we reserve the right to void the bets.
 22. If the rules and regulations of a sport are violated (ex: unusual halftime, counting procedure, game format, number of team participants, etc.) and/or where the playing ground or location is changed, we reserve the right to void the bets. Exceptions are matches played on neutral ground, friendlies, tournaments or long-term matches and those for which other rules are specified or a different location is specified.
 23. If a match is not completed or is not held according to regular rules of that sport (eg. disqualification, interruption, withdrawal, etc.), all undecided bets will be considered NULL, except for the bets which have already been decided or bets for which if the match would have taken place up until the end, the result of the match would not have influenced the result of the bet.
 24. In the event of DISPLAY ERRORS, TICKET ERRORS, DATA ERRORS or odds displayed or calculated obviously incorrectly, we reserve the right to pay the correct ODD or void the bet, even if the errors are discovered after the completion event.

25. In case of bets on this type: Who wins the half/ set X, Who scores the point / goal X, Who scores the point X of the set Y, First who win the X goals / points etc., if a game / set / inning / half game etc. ends before the variables X or Y are reached, the bets will be voided.
26. THE OPERATOR has the right to specify SETTLEMENT rules for certain types of bets in the OFFER, in a visible place, for all PLAYERS. If there are inconsistencies between the SETTLEMENT rules and ODD 1 presented in the OFFER and the SETTLEMENT rules specified in the REGULATION, the rules presented in the OFFER shall prevail.
27. In case of bets on Fantasy Duels between teams or opponents which do not have a direct match (E.g. Duel: Barcelona vs Real Madrid. Barcelona has a match against Valencia, Real Madrid a match against Mallorca), the goals scored by the teams will be taken into account only during the regular time. If one of the events participating in the duel is interrupted or postponed for more than 12 hours, the bet will receive ODD 1.
28. In case of all betting options whose selections are of the "Under / Over X" type, if the number of predefined mentioned goals/points/corners/basketball points, etc. will be equal to the betting line, then the bet will receive ODD 1. E.g.: The betting option "Total basketball points for player X - Over 4". If player X scores exactly 4 points, the bet will receive ODD 1.
29. For **pre-match** bets placed on the **Full-Time market** (referring to the final result of the game within regular time) in sports such as **football, tennis, basketball, volleyball, handball, or ice hockey**, a special rule applies to a limited number of competitions in each of these sports. This rule allows for the settlement of these bets to occur before the game's conclusion if the team or player selected by the customer gains a significant advantage during the in-play phase of the match.
- These specific competitions will be clearly marked on the operator's platform, making them visible to all customers.
 - In the case of pre-match bets placed on the **Full Time market** (representing the final result of the game within regular time) for various sports, particular criteria determine when these bets can be settled as winners prior to the game's conclusion
 - In the case of **football**, will be declared winners if the team selected by the customer holds a lead of **two goals** at any point during the game, regardless of the final outcome.
 - In case of **tennis** bets, will be deemed winners if the chosen player (or players in doubles tournaments) secures any set with a score of **6:0**, regardless of the final match outcome
 - For **basketball** bets, they will be declared winners if the customer's selected team reaches an **18-point** lead at any moment during the game, irrespective of the final result
 - **Volleyball** bets will result in winning settlements if the team supported by the customers leads by **2 sets** at any point during the game, regardless of the final match outcome
 - For **handball** bets, they will be settled as winners if the team backed by the customer attains a **6-goal** lead at any point during the game, regardless of the final outcome
 - In the case of **ice hockey** bets, they will be settled as winners if the team chosen by the customer achieves a **3-goal** lead at any point during the game, regardless of the final result
 - The special settlement rule does not apply to **Red Odds** bets

6. SPECIAL SETTLEMENT RULES

6.1. FOOTBALL

1. Settlement of bets on statistics (shots, player shots, fouls, offside, player to be carded, ...) will be done according to the data provided by OPTA. If the data is not provided by the third-party provider OPTA, the sources mentioned in point 2 of chapter 5, General validation rules and odd 1, will be used for settlement.
2. For some types of bets, more than one match needs to be played in order for the bet to be settled. E.g "Who will advance?", "Which team will win the final?"(in case a final is played in a home and away format) etc.
3. In case of the "Player to score (including overtime)" bet, if no overtime is played, the bet will be settled according to the result from the end of the regular play time.
4. If the betting option remains available shortly after the following events take place: goals/scores, red or yellow-red cards, penalties, or in cases where a decision of the video assistant referee (VAR) leads to awarding one of the events mentioned above, we have the right to void the impacted bets.
5. If the bet was opened with a missing or incorrect card, we reserve the right to void the bet.
6. If the odds were offered with an incorrect game time (more than 5 minutes), we reserve the right to void the bet.
7. If a wrong score is entered, all bets will be canceled for the time frame in which the wrong score was displayed.
8. In case of any changes caused by the video assistant referee (VAR), which affect the score or the cards / corners / penalties, since that event took place and until the decision is made by the officials, we reserve the right to void the bet.
9. In case of bets on cards (only for the types of bets for which the card color is not specified):
 - a) The yellow card is considered 1 card and the red card 2. The second yellow card of a player is not taken into consideration. As a result, a player cannot have more than 3 cards.
 - b) The settlement is made according to all the evidence of cards shown during the regular time of 90 minutes.
 - c) Cards shown after the regular time are not taken into account.
 - d) Cards received by non-players (players who have been replaced, coaches, players on the reserve bench) are not taken into account.
 - e) Cards shown during the halftime of the match are considered to have been shown in the second half and will be taken into consideration as long as the player is still active (if the player doesn't resume play in the second half and he received a card during the halftime break, it will not be taken into account)
9. In the case of LIVE bets on card points:
 - a) The yellow card is considered 10 points and red or yellow-red 25. The second yellow card of a player is not taken into account. As a result, a player may not have more than 35 points for cards.
 - b) settlement is made according to all the evidence of cards shown during the 90-minute regulatory period.
 - c) The cards shown after the regular time are not taken into account.
 - d) The cards received by non-players (players who have been replaced, coaches, players on the bench) are not taken into account.
10. In case of bets on players:

a) For the bet type „next scorer”:

- The own goals are not taken into account for settlement of this market and will be ignored, except for the bets where the option to bet on the own goals is possible.

- All players who have participated in the game from the starting kick or from the previous goal/score, are considered eligible.

- All active players are listed. If a non-listed player scores, all bets on the listed players remain valid.

- The goals scored during overtime or penalty kicks are not taken into account.

- All unlisted players, goalkeepers and players on the bench are part of betting option "Other", which will be used for settlement purpose.

b) For the bet type „Anytime scorer”:

- The own goals are not taken into account.

- All players who have played in the game are considered eligible.

- If for any reason a non-listed player scores, all bets on the listed players remain valid.

c) For the bet type „Player A or Player B scores”:

- Own goals are not taken into account.

- If none of the players participate in the match, bets will be given ODD 1.

d) For the bet type „Player A and Player B scores”:

- Own goals are not taken into account

- If none of the players participate in the match, bets will be voided.

e) For betting options on player statistics (shots per player, shots on goal per player, player offsides, tackles, fouls committed/received, etc.):

- For Pre-match bets, if the player is not in the starting eleven, bets will be voided.

- For Live bets, if the player who is subject of the bet is not on the pitch at the time the bet is placed, the bet will be voided.

f) For betting options "Score goal with left/right foot", "Goal from free kick", "Goal from outside the box":

- Own goals are not taken into consideration.

- If the player who is subject of the bet does not take part in the match at all, bets will be voided.

11. For the types of bets "Next & 1X2" and "Score anytime & 1X2", any player who does not score is part of the betting option "Others".

12. For the types of bets "Next Scorer & Correct Score" and "Score Anytime & Correct Score", any player who does not score is part of the betting option "Others". Also, if either team scores more than 4 goals, the bet will be set as "Other", since the Correct Score options won't have anymore betting options that will cover all possible scenarios.

13. For the bet "When will be the next goal/point scored?", if a goal is scored in the overtime minutes assigned by the referee, it will be taken into account for the intervals 31-45 / 76-90.

14. For bets on intervals/ranges:

- a) The bets on goals intervals are decided based on the time announced on TV. If this is not available, then the minute is counted according to the official game clock.

- b) The bets are also decided according to the minute the ball passes the goal line and not the minute the ball was kicked.
 - c) Bets on corner intervals are decided based on the time the corner kick is played, and not on the time it was received/pointed by the referee.
 - d) The bets on cards intervals are decided based on the time when the card is given to the player, and not on the time when the rule violation occurred.
 - e) The bets on offsides intervals are decided based on the time when the referee makes the decision. This rule will be applied in any situation involving video assistant referee (VAR).
 - f) The bets on penalty intervals are decided based on the time when the referee makes the decision. This rule will be applied in any situation involving video assistant referee (VAR).
 - g) The penalties given by the referee but not executed are not taken into account.
 - h) For bets on intervals of 5 min / 15 min, the events (goals, corners) of the overtime minutes assigned by the referee, related to the intervals 41-45 and 31-45 of the specified half, will be taken into account .
- 15. Corners given by the referee but not executed are not taken into account.
- 16. For the bet „Method of scoring the Xth goal“:
 - a) Free kick: The goal must be scored directly from the free kick or corner to be taken into account. Deviated kicks are counted as long as the goal is awarded to the Player who executed the free kick or corner.
 - b) Penalty: The goal must be scored directly from the penalty kick. Goals scored after saved shot or missed shot are not taken into account.
 - c) Own goal: If the goal was declared an own goal.
 - d) Header: The last touch of the ball by the player must be performed with the head.
 - e) Kick: The goal should be scored with any part of the body other than the head, and other types are not taken into account.
 - f) No goal scored.
- 17. For the bets on football matches with format made from 3 halves of 30 minutes each:
 - a) The betting options are interrupted after the first period of 30 minutes, until the game is resumed.
 - b) In the minute 44:59, all types of bets for the first half are decided and the type of bets specific to the second half, become available.
 - c) After the second 30-minute period (minute 60), the betting options are again interrupted until the game is resumed.
- 18. In case of friendly games, if the referee whistles the end of the game at any time after the minute 87:59, this moment will be considered the final result of the event and all bets will be decided accordingly.
- 19. For the Pre-match betting option of „The first goal/score“, if no goal is scored on the game and betting option „No score“ is not available, the bet is lost.
- 20. If a betting option remains open shortly after a card is given, yellow or red, we reserve the right to void the bets placed from the moment the event took place up until the moment when the decision is taken by the officials.

21. **In order to settle bets on various statistics specific for football games**, we have the following definitions:

A. **Shot on target** - is defined as any goal attempt that:

- Goes into the net regardless of intent.
- Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or is stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).

Shots directly hitting the frame of the goal are not counted as shots on target, unless the ball goes in and is awarded as a goal.

Shots blocked by another player, who is not the last-man, are not counted as shots on target

B. **Shot off target** - is defined as any clear attempt to score that:

- Goes over or wide of the goal without making contact with another player.
- Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.
- Directly hits the frame of the goal and a goal is not scored.

Blocked shots are not counted as shots off target.

C. **Blocked Shot** - is defined as any clear attempt to score that:

- Is going on target and is blocked by an outfield player, where there are other defenders or a goalkeeper behind the blocker.

Includes shots blocked unintentionally by the shooter's own team mate.

Clearances off the line by an opposition player (last line blocks) are counted as shots on target and do not get counted as a blocked shot.

Direct Free Kick for Goals/Shots

Direct free kick shots are any attempts created directly from the free kick itself (unassisted).

D. **Location for Goals/Shots**

The position of the ball, when the shot is taken (shot origin).

- Inside or outside the 6-yard box
- Inside or outside the 18-yard box

Any event happening on a line, will be considered inside that area. For example, a shot on the 18-yard line will count as being inside the box.

E. **Goal Assist**

The final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal. If the final touch (as defined in bold) is deflected by an opposition player, the initiator is only given a goal assist if the receiving player was likely to receive the ball without the deflection having taken place. Own goals, directly taken free kicks, direct corner goals and penalties do not get an assist awarded.

F. **Pass**

Any intentional played ball from one player to another. Passes include open play passes, goal kicks, corners and free kicks played as pass – but exclude crosses, keeper throws and throw-ins.

G. Cross

Any intentional played ball from a wide position intending to reach a team mate in a specific area in front of the goal.

H. Hit Woodwork - given in situations where the ball hits the frame of the goal, except goals that hit the frame before going into the net.

Any shot that hits the frame multiple times (e.g. bar and left post) only count as hitting the woodwork once.

Hit woodwork is always collected for the attacking team (and the player, who performed the last action), even when the ball hits the frame coming from a defensive back pass.

I. Penalty (won, conceded and taken)

A penalty is collected on the foul conceded (team and player). A foul won resulting in a penalty is only collected for players and doesn't include handballs instigated. The penalty taken is collected as a shot or penalty pass (team and player).

J. Tackle - is defined as where a player connects with the ball in a ground challenge where he successfully takes the ball away from the player in possession.

The tackled player must clearly be in possession of the ball before the tackle is made.

It is not a tackle, when a player cuts out a pass by any means.

K. Foul conceded - is defined as any infringement that is penalised as foul play by a referee.

Offsides are not given as a foul conceded.

L. Foul won - is defined as where a player wins a free kick or penalty for their team after being fouled by an opposing player.

There is no foul won for a handball, dive, back pass, illegal restart, dissent, GK 6-second violation or obstruction where a free kick is conceded.

M. Offside - Awarded to the player deemed to be in an offside position where a free kick is awarded. If two or more players are in an offside position when the pass is played, the player considered to be most active and trying to play the ball is given offside.

N. Goal Kick - This is awarded to the team/player taking a goal kick.

O. Throw-In - This is awarded to the team/player taking a throw-in.

22. In case of Special football bets, whose subject is a **Day / Period / Stage** of the Competition / League:

- A. For the settlement of the results, the regular playing time will be taken into account (if there are no other mentions), including the extra minutes granted by the officials for the normal interruptions during the match related to both halves.

- B. For settlement, the mentioned match events (goals, corners, cards, etc.), the indicated team groups (hosts, guests, etc.) and the defined group of sporting events (League Day / Period / League Stage/Competition) are taken into account cumulatively. The organizer can also offer these bets for a specific group of matches from one or more competitions.
- C. For all bets with markets related to yellow and / or red cards, the cards received by the players on the bench and by the officials (technical staff of the teams, game officials, etc.) are not taken into account. Cards awarded after the final whistle of the game are not taken into account.
- D. If bets are placed on the number of cards, without specifying their color, the following rules will apply:
 - a) The yellow card is considered 1 card and the red card 2. The second yellow card of a player is not taken into account. So a player cannot have more than 3 cards.
 - b) The SETTLEMENT is done according to all the evidence of cards received during the regular time of 90 minutes.
 - c) Cards received after the regular time will not be taken into account.
 - d) Cards received by non-players (players who have been replaced, coaches, players on the bench) are not taken into account.
- E. Corners received but not executed are not taken into account.
- F. One day is defined as the time interval 10:00 am - 09:59 am, the next day. E.g.: "SPECIAL DAY - TOTAL GOALS - BUNDESLIGA - July 21, 2022". In this case, all games with start time from 10:00 a.m. on July 21, 2022 until 9:59 a.m. on July 22, 2022, will be taken into account.
- G. As a general rule regarding Special Bets, if the total number of events during the game (goals, corners, cards, etc.) established by the Offer is exceeded, regardless of the number of games played, the betting options will be declared won or lost. (E.g.: "SPECIAL - LEAGUE I ROMANIA - TOTAL GOALS PER STAGE 17.5" - if two or more game were postponed, but during the rest of the games 18 goals were scored, the bets with over 17.5 goals will be winning ones and the bets under 17.5 goals, will be losing ones).
- H. If only one of the matches being bet on is canceled or postponed for a period longer than 48 hours (the match has not started), for the settlement of the results it will be considered that 2 goals were scored during the game, as follows: 1 goal in the first half, 1 goal in the second half, 1 goal by the hosts, 1 goal by the guests. For bets that refer to any event during the game other than the goal (example: yellow card, foul, offside, corner, etc.), bets will be voided. If the game starts within 48 hours, the bet is calculated according to the result recorded on the pitch.
- I. If 2 (two) or more of the games that are being bet on are canceled or postponed for a period longer than 48 hours (it will be understood that the games have not started), the bets will be voided.
- J. In case of interrupted or suspended matches (the match started and was interrupted) for a period longer than 48 hours from the initial start time, for the settlement of the results only the result recorded at the time of the interruption will be taken into account, but only for the situations in which the continuation of the game could no longer influence the bet outcome, otherwise bets will be voided. If the match is resumed within 48 hours from the initial start time, the settlement will be made according to the results recorded at the end of the match.
- K. For settlement purposes, the results on the pitch are taken into account, regardless of any further changes of the results made by the competent authorities (FIFA, UEFA, LPF, FRF, etc.).

6.2. TENNIS

1. If a player declares forfeit before the start of the game or the Organisers declare the tournament closed for whatever reason, the ODD 1 will be assigned.

2. In the event of a player's withdrawal or disqualification, all undecided bets will be voided, except for the cases when the end result will not have influenced the outcome of the bet.
3. In case of delays (rain, darkness, etc.) all bets will remain undecided until the game continues.
4. If a penalty point(s) is awarded by the referee, all bets remain valid.
5. If a game is completed before certain points / games are over, all bets on the affected points / games will be voided.
6. If a game is decided by a tie-break game, then it will be considered as set number 3.
7. All tie-breaks or super tie-breaks are considered as 1 game.
8. In case the playing surface is changed during or before the event / tournament, ODD1 will not assigned.
9. For doubles tennis games, which are played 2/3 sets, the third set, known as maxi tie break, is taken into account, when approving bets, as a normal set.

6.3. ICE HOCKEY

1. For matches which also include overtime and/or penalty shots, if a match is decided on penalties, then a goal will be added to the winning teams' score, and to the total. This rules does not apply for bets which are decided for regular playing time.
2. If the bet remains open after the following events have taken place: goals and penalties, we reserve the right to void the bet
3. If the odds were offered with an incorrect game time (more than 2 minutes), we reserve the right to void the bet.
4. If an incorrect score is displayed, we have the right to void the bet within this time frame.
5. In case of the betting options "Score anytime" and "The player scores a point":
 - a. All active players are listed.
 - b. If an unlisted player scores or assists, all bets on listed players remain valid.
 - c. All bets on listed players who left the pitch before the end of the game (injuries, eliminations) remain valid.
 - d. Only the goals and assists during the regular playing time will be taken into account when betting. If after the regular time the score is 0-0, all bets are considered Lost.
 - e. The bets will be settled based of the statistics and information displayed on TV by the Official Authorities, unless there is clear evidence that these statistics are not correct.
6. The method of scoring next goal:
 - a. Even strength: Goals are considered "even strenght" when teams have the same number of players on the field.
 - b. Power-play: A goal is considered to be "power-play" when the team with more players on the field is scoring.
 - c. Short-handed: A goal is considered to be "short-handed" when the team with the fewest players on the field scores.
 - d. Penalty: A penalty is considered to be a goal if it is was scored.
 - e. Empty net: A goal is considered to be "empty-net" if the team being led out replace the goalkeeper with a field player, and the team who is leading is scoring. In the situations of "power-play" / "short-handed" and "empty-net", when setting the bets, any goal will always be considered a "empty-net"goal.

f. No goal.

7. For NHL Competition Goalie markets, if the player does not end up starting the game then the bet is void.
8. For NHL Competition Player markets (e.g.: Total goals Player X, Total Points Player X, Total assists Player X, etc) bets are void on postponed, canceled, or abandoned games. The game must be played on the originally scheduled date.
9. For player specific markets (e.g.: First goalscorer, Last goalscorer, Total goals Player X, Total Points Player X, Total assists Player X, etc), if the players do not participate in the match, bets will be voided.

6.4. BASKETBALL

1. If the odds were offered with an incorrect game time (more than 2 minutes), we reserve the right to void the bet.
2. If an event does not end as a draw, but overtime will be played for the purpose of a qualification, all bets will be settled according to the result recorded at the end of the regular playing time.
3. The type of bet "Will there be any overtime in the game?", will be settled with "yes" if the match ends as a draw, whether or not the overtime of the game will take place.
4. For NBA Competition - Player markets (e.g.: Total points Player X, Total Rebounds Player X, First scorer Player X, etc) bets are void on postponed, canceled, or abandoned games. The game must be played on the originally scheduled date.

6.5. HANDBALL

1. If the odds were offered with an incorrect game time (more than 3 minutes), we reserve the right to void the bet.
2. All bets (with the exception : Bets on the playing halves, „Who will score point X” and „which team will win the race to X points”) are only considered only for regular playing time.
3. If 7 meters throws will take place, the types of bets "Who scores point X?" and "Which team will reach X points first?" will be voided.

6.6. AMERICAN FOOTBALL

1. If the odds were offered with an incorrect game time (more than 89 seconds), we reserve the right to void the bet.
2. If an incorrect score is displayed, we reserve the right to void the bet, within this time frame.
3. If a game is dropped or postponed, all bets will be voided, unless the game continues according to the weekly NFL schedule (Thursday - Wednesday local time).
4. In case of delays (rain, darkness ...) all bets will remain undecided until the game continues.
5. All active players are listed.
6. When settling bets, players who are not listed are part of the "Team 1 other player" or "Team 2 other player" option. Players who are listed but who have no odds available are not included.
7. "Players of the defense" or "Special team" are considered "Team 1 d / st player" or "Team 2 d / st player" when settling bets, even if the player is listed as a dedicated option.
8. " Winnig margin (including overtime)" – A positive result is considered the host team winning, and a negative result is guest team winning <-13, -13 to -7, -6 to -1,0,1 to 6.7 to at 13,> 13.

9. For NFL Competition - Player markets (e.g.: Total Rushing Yards Player X, Total Receiving Yards Player X, First Receptions Player X, etc) bets are void on postponed, canceled, or abandoned games. The game must be played on the originally scheduled date.

6.7. VOLLEYBALL

1. The official points deductions will be taken into account for all undecided bets. For bets that have already been decided, point deductions will not be taken into account.
2. The gold set is not taken into account in any types of bets.

6.8. BEACH VOLLEY

1. The official points deductions will be taken into account for all undecided bets. For bets that have already been decided, point deductions will not be taken into account.
2. The gold set is not taken into account in any types of bets.
3. If a team withdraws from the match, all undecided bets will be voided.

6.9. BASEBALL

1. For the Pre-match bets, all bets will be settled taking into account any extra-innings, if any. If the game ends in a draw/tie and there are no overtimes or the tie situation is maintained even after overtime, the ORGANIZER voided for the "Final Result" bet, and the rest of the bets (handicap, total points, etc.) are settled according to the result recorded after the end of the game (during regular time or after overtime, if applicable).
2. For the Live bets, all bets will be settled according to the final result after 9 innings (8 1/2 innings if the host team leads to this point), unless otherwise specified.
3. If two teams play two matches against each other on the same day, it is possible that at least one of the games to be played in a 7-inning format. In this situation, the result obtained at the end of the 7 innings will be considered the final result, and the settlement will be performed accordingly.
4. If a game is interrupted or canceled and will not be continued on the same day, all undecided bets will be voided.
5. Potential extra innings are only considered in the case of bets "Who scores the X point? " and "Which team will win the race to X points? "or other specifications.
6. The names of the bets do not reflect the current terms used in baseball. Please refer to the legend for current terms used in baseball:

NAME OF THE BET	BASEBALL GLOSSARY TERMINOLOGY
Half	Inning
Game overtime(overtime)	Inning extra
Points	Run-s
Break	Result after the 9 and a half inning

7. For the bet "How will the game be decided?", it will be decided as an "Any extra inning" if at the end of the regular time (after 9 complete innings) the match ends as a draw, regardless of whether or not overtime will be played (extra innings).
8. For the bet "Will there be overtime?", it will be decided as a "Yes" if at the end of the regular time (after 9 complete innings) the match ends as a draw, regardless of whether the extra innings will be played or not.
9. For the bet „Player will hit the X time” if an "intentional walk" is observed, will be decided as a "plate appearance" and the bet will be voided.
10. For the bet „Strike out for the X time”, if an "intentional walk" occurs, it will be decided as a "plate appearance" and the bet will be voided.
11. For bets' type of 1 minute - from x to y:
 - a. If a hit and an error occur in the same phase of the game, when deciding the bet, it will be considered as a hit.
 - b. If a player does not reach the „plate”, but betting options have been offered related with that player, all undecided options are considered to be NULL.
 - c. When betting, a „foul ball” will be considered a hit.

6.10. FUTSAL

1. If the bet remains open after the following events have taken place: goals, red or yellow cards and penalties, we reserve the right to void the bet.
2. If the bet was opened with a missing or incorrect card, we reserve the right to void the bet.
3. If the odds were offered with an incorrect game time (more than 2 minutes), reserve the right to void the bet.
4. If a wrong score is entered, all bets will be canceled for the time frame in which the wrong score was displayed.

6.11. RUGBY UNION & LEAGUE

1. If the bet remains open after the following events have taken place: score changes or red cards, we reserve the right to void the bet.
2. If the bet was opened with a missing or incorrect card, we reserve the right to void the bet.
3. If the odds were offered with an incorrect game time (more than 2 minutes), reserve the right to void the bet.
4. Bets are based on the result at the end of the 80 minutes of play, unless stated otherwise. Overtime minutes due to accidents or stops are also included, but do not include overtime halves, penalty kicks time or sudden death.

6.12. RUGBY SEVENS

1. If the bet remains open after the following events have taken place: score changes or red cards, we reserve the right to void the bet.
2. If the bet was opened with a missing or incorrect card, we reserve the right to void the bet.

3. If the odds were offered with an incorrect game time (more than 1 minute), we reserve the right to void the bet.
4. Bets are based on the result at the end of the 14/20 minutes of play, unless otherwise stated. Overtime minutes due to accidents or stops are also included, but do not include overtime halves, penalty kicks time or sudden death.

6.13. SNOOKER

1. If a game is not completed, all undecided bets will be voided.
2. If a player withdraws or is disqualified, all undecided bets will be voided.
3. In the case of a repositioning, the decision remains valid if the result was decided before repositioning.
4. Fouls and free balls are not taken into account when deciding any bet on colored balls.
5. If a frame is started but not completed, all bets on the frames will be canceled, unless the result has already been decided.

6.14. DARTS

1. If a game is not completed, all undecided bets will be voided.
2. Bullseye is considered a red check out color.

6.15. CRICKET

1. If a game is canceled before the game starts, then all types of bets will be voided if the game does not resume within 48 hours from the initial start time.
2. If the game is a tie/draw game and the official rules of the competition do not decide a winner, or if the rules of the competition decide the winner by throwing the coin or lottery draw, then all types of undecided bets will be assigned ODD 1.
3. If an over is not completed, all types of undecided bets on this over will be voided, unless the innings have been reached their natural conclusion, e.g.: statement, team all out, etc.
4. No type of bet takes into account the super over period unless specified otherwise.
5. Penalty runs are not considered for any type of bets on over or on throws (types of bets on multiple overs are not considered for this rule).
6. Twenty 20, ODI: at least 90% of all innings must have been played when the bet was placed, in order for the types of bets to be decided, unless the innings have arrived to their natural conclusion.
7. In case of the bet „Winner of the game (incl. Super over)“, all bets are decided in accordance with the official rules of the competition. If the event is affected by bad weather, the bets are decided according to the official result.

6.16. TABLE TENNIS

1. If a game is not completed, all undecided bets will be voided.
2. If a player withdraws, all undecided bets will be voided.

3. The official points deductions will be taken into account for all undecided bets. For bets that have already been decided, point deductions will not be taken into account.

6.17. BADMINTON

1. If a player/teams withdraws, all undecided bets will be voided.
2. The official points deductions will be taken into account for all undecided bets. For bets that have already been decided, point deductions will not be taken into account.
3. If a game is not completed, all undecided bets will be voided.

6.18. AUSTRALIAN FOOTBALL (Aussie Rules)

1. If there are betting options offered for an event that has an incorrect playing time (more than 2 minutes), we reserve the right to void the bet.
2. If a game is interrupted and continued in less than 48 hours from the initial start time, then all types of bets remain valid and will be settled according to the final result. All undecided bets will become NULL and will be voided.
3. The final result is considered the one recorded at the end of the regular playing time, including the overtime minutes assigned by the officials, for the normal game's interruptions, unless there are other specifications. The regular playing time is 80 minutes. Additional overtime halves are not taken into account.

6.19. SQUASH

1. If a game is not completed, all undecided bets will be voided.
2. If a player withdraws, abandons the game or is disqualified, all undecided bets will be voided.
3. The official points deductions will be taken into account for all undecided bets. For bets that have already been decided, point deductions will not be taken into account.
4. If the penalty points are awarded by the referee, all bets on that game will be valid.

6.20. E-SPORTS

14. If a game or map is not finished, all undecided bets will be voided.
15. Bets placed on incorrectly listed games will be voided.
16. If a game or map is replayed due to technical problems or disconnection from the website with no relation with the players, all undecided bets will be void/NULL. The game or map to be replayed will be considered separate entities.
17. If a team abandons or withdraws, all undecided bets will be NULL.
18. If the regular number of maps changes or differs from those stated in the Offer, we reserve the right to void the bets.
19. **For Counter-Strike bets:**
 - a. The bet "Map X – Will the bomb be defused in Round X?" it will be voided if the bomb is not placed in the specified round.
 - b. If the game starts with a map advantage for one of the teams, the first map will be considered a winning one with a score of 16:0 by the team in advantage.

- c. According to the official rules of the game CS:GO, the suicides and the kills made after a friendly fire (kill on a teammate), will be scored as“-1” to the total kills of the team that makes it.

20. For Dota 2 bets:

- a. The bet "Map X - Who will get the Aegis number X" is decided based on the team that gets Aegis of the Immortal, and not who kills Roshan.
- b. The bet "Map X - Who will destroy the tower number X" - when settling the result, any method of destroying the tower will be taking into account (Opponent & Creep; destruction by Deny).
- c. The bet "Map X - Who will destroy the Barracks number X" - when settling the result, any method of destroying the Barracks will be taking in consideration (Opponent & Creep; destruction by Deny).
- d. The "Map X - First at X Net Worth" bet - Net Worth = current Gold + the value of hero's Items

21. For League of Legends bets:

- a. The bet "Map X - Who will destroy the tower number X" - when settling the result, any method of destroying the tower will be taking into account.
- b. The bet "Map X - Who destroys the Inhibitor number X" - when settling the result, any method of destroying the Inhibitor will be taking in consideration.

22. For eSports football bets (FIFA and / or PES):

The regular playing time taken into account is represented by the following variants: 2 halves X 4 minutes, 2 halves X 5 minutes, 2 halves X 6 minutes, 2 halves X 7 minutes, 2 halves X 8 minutes, except for those otherwise specified.

6.21. ATHLETICS

1. For athletics, the ranking established by the first official announcements is always taken into account. No further change, decision, individually or collectively taken, will be considered.
2. If any of the athletes are disqualified or abandon during the event, they are considered as a participant to the competition and will receive the result according to the podium established by the Organizer.
3. If the location of the event is changed, without this being announced by the Organizer, the bet is null and ODD 1 will be assigned to all types of bets.
4. For “duel” type of bet, the winner will be considered the participant who performed the most laps.
5. If the duel participants abandon in the same lap, the duel bets will be voided.
6. If an athlete does not qualify for the final or is not participating in that the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.

6.22. WINTER SPORTS

1. For winter sports, the ranking established by the first official announcements is always taken into account. No further change, decision, individually or collectively taken, will be considered.

2. If any of the athletes are disqualified or abandon during the event, they are considered to have participated in the competition and will receive the result according to the podium established by the Organizer.
3. If the location of the event is changed, without this being announced by the Organizer, the bet is voided.
4. For “duel” type of bet, the winner will be considered the participant who performed the most laps.
5. If the duel participants abandon in the same lap, the duel bets will be voided.
6. If an athlete does not qualify for the final or is not participating on that the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.

6.23. SWIMMING

1. For swimming, the ranking established by the first official announcements is always taken into account. No further change, decision, individually or collectively taken, will be considered.
2. If any of the athletes are disqualified or abandon during the event, they are considered to have participated in the competition and will receive the result according to the podium established by the Organizer.
3. If the location of the event is changed, without this being announced by the Organizer, the bet is voided.
4. For “duel” type of bet, the winner will be considered the participant who performed the most laps.
5. If the duel participants abandon in the same lap, the duel bets will be voided.
6. If an athlete does not qualify for the final or is not participating on that the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.

6.24. FORMULA 1

1. The final result is considered the one recorded at the podium presentation, if otherwise specified, and the SETTLEMENT of the results will be done accordingly.
2. Events that have been cut due to weather conditions or other circumstances, but with official results declared by the Official Associations, will be settled accordingly.
3. If a race has been postponed to another day (to be determined), all bets will be voided.
4. If the number of winners for a betting option exceeds the number of betting options offered, to calculate the win, the Dead Heat rule will be applied.
5. If one or more drivers are required to start the race from the pits, in order to settle the bets, he / she will be ranked at the end of the starting grid.
6. In the participants (with specific betting options) give up/abandon on different laps, the number of laps completed by each will be taken into account, in order to settle the bets. So the winner will be the participant who has completed most of the laps.
7. For the bet type Duel and Group Winner:
 - a) If the participants (with specific betting options) abandon on the same lap, the bets will be voided.

- b) If one of the participants abandons before or during the warm-up lap, those specific bets will be voided.
8. For the bet type Fastest Round:
- a) The driver who reached the best time on the specified lap, specified lap group or whole race, will be the winner.
 - b) To settle the bet, the timed lap time in milliseconds will be taken into account.
9. For betting options on Teams:
- a) Betting options "Winners (teams)", "Top X (teams)", "Duel (teams)" will be settled according to the team with the best placed car at the end of the race.
 - b) Betting option "First abandonment (teams)" will be settled for the team that will have the first abandoned car in the race.
- NOTE: The specific settlement rules for bets on pits will be taken into account.
- c) Betting option "The first entry at the pits (teams)" will be settled for the team with first car at the pits.
- NOTE: The specific settlement rules for bets on pits will be taken into account.
- d) The "Total overtaking/pass over (team)" betting option will be settled based on the total number of overtakings/passes over done by both cars of the specified team.
- NOTE: The specific settlement rules for overtaking will be taken into account.
10. For betting options on Overtaking/Pass Over/Overrun:
- a) An overrun/pass over must be kept until the end of the lap to be taken into account when settling bets.
 - b) Overruns/Passes over from first lap of the race are not taken into account when settling bets.
 - c) Overruns/Passes over on drivers entering or leaving the pits in the specified lap, are not taken into account when settling bets.
 - d) Overruns/Passes over on drivers abandoning in that specified lap, are not taken into account when settling bets.
 - e) Lapping and unlapping are not considered overruns/pass over.
11. For betting options on Abandonment/Drop out:
- a) When settling bets, abandonment is considered if a car does not cross the finish line when the race is considered over, unless it is disqualified.
 - b) If 2 or more participants abandon in the same lap when the first abandonment takes place, to calculate the win, the rule from point 12, chapter 6 - General settlement rules will be applied.
 - c) If a car abandons at the pits or on the pit track, the last started lap will be taken into account when settling the result.
12. For betting options on Pits Entry:
- a) First car that enters the pits track will be considered the winner.
 - b) If a car enters the pits track and abandons, without actually reaching the pits, it will be considered as already on the pit track.
13. For bets on "Number of classified drivers" a driver is considered classified if he completes 90% of the race.
14. For betting option "Safety car in the race" the Virtual Safety car will not be taken into consideration. If Safety car will appear before the start of the race will not be taken into consideration. If a race is

started/restarted with Safety car instead of a normal start/restart, Safety car will not be taken into consideration.

6.25. MOTO GP

1. For the "Duel" type of bet, the winner is considered the participant who performed most of the laps.
2. In case the Duel participants drop out/abandon in the same round, the bets will be voided.

6.26. BOXING

1. If a player abandons before the start of the game, ODD 1 is assigned for that event.
2. If the players have finished the competition before the end of the regular time, because one of them abandoned, the remaining participant in the competition is considered the winner and SETTLEMENT will be done according to the ODD received.
3. For the bets "Winner in Round" and "Winner in Round Interval":
 - a) If a player cannot start a round, his opponent will be considered the winner for the previous round.
 - b) If the event will end by Technical Decision (before the end of all rounds) or Decision (after the end of all rounds), the selections "player x wins by decision" will be settled as a winning one, and the selections for "player x wins in round y" will be settled as non-winner ones.
4. In the case of "Total rounds" bets:
 - a) the time duration of the current round will determine the winning bet option (Under/Over)
For example: Total rounds - Under 1.5 rounds - the match will end before the middle of round 2. If it ends exactly half way through the round or after this time the winning option will be Total rounds - Over 1.5 rounds
 - b) if the match finishes exactly halfway through the round, the option "Over X rounds" will be settled as the winning option.

6.27. UFC

1. If a player abandons before the start of the game, bets will be voided.
2. If the players have finished the competition before the end of the regular time, because one of them abandoned, the remaining Participant in the competition is considered the winner and the settlement will be made according to the assigned ODD.
3. For the bets "Winner in Round":
 - a) If a player cannot start a round, his opponent will be considered the winner for the previous round.
 - b) If the event will end by Technical Decision (before the end of all rounds) or Decision (after the end of all rounds), the selections "player x wins by decision" will be settled as a winning one, and the selections for "player x wins in round y" will be settled as non-winner ones.
4. In the case of "Total rounds" bets:
 - a) the time duration of the current round will determine the winning bet option (Under/Over)

For example: Total rounds - Under 1.5 rounds - the match will end before the middle of round 2. If it ends exactly half way through the round or after this time the winning option will be Total rounds - Over 1.5 rounds

b) if the match finishes exactly halfway through the round, the option "Over X rounds" will be settled as the winning option.

5. The "To Win by Split Decision" bet refers to how the referees determine the winner of the match, namely: when two of the three referees score fighter X as the winner, while the third referee scores in favor of fighter Y.
6. The "To Win by Unanimous Decision" bet refers to the way in which the referees determine the winner of the match, namely: all three referees determine the winner of the match the same fighter.

6.28. K-1

1. If a player abandons before the start of the game, the bets are voided.
2. If the players have finished the competition before the end of the regular time, because one of them abandoned, the remaining Participant in the competition is considered the winner and the SETTLEMENT will be done according to the assigned ODD.

6.29. MMA

1. If a player abandons before the start of the game, the bets are voided.
2. If the players have finished the competition before the end of the regular time, because one of them abandoned, the remaining Participant in the competition is considered the winner and the SETTLEMENT will be done according to the assigned ODD.
3. For the bets "Winner in Round":
 - a) If a player cannot start a round, his rival will be considered the winner for the previous round.
 - b) If the event will end by Technical Decision (before the end of all rounds) or Decision (after the end of all rounds), the selections "player x wins by decision" will be settled as a winning one, and the selections for "player x wins in round y" will be settled as lost.
4. In case of "Total rounds" bets:
 - a) the time duration of the current round will determine the winning bet option (Under/Over)
For example: Total rounds - Under 1.5 rounds - the match will end before the middle of round 2. If it ends exactly half way through the round or after this time the winning option will be Total rounds - Over 1.5 rounds
b) if the match finishes exactly halfway through the round, the option "Over X rounds" will be settled as the winning option.
5. The "To Win by Split Decision" bet refers to how the referees determine the winner of the match, namely: when two of the three referees score fighter X as the winner, while the third referee scores in favor of fighter Y.
6. The "To Win by Unanimous Decision" bet refers to the way in which the referees determine the winner of the match, namely: all three referees determine the winner of the match the same fighter.

6.30. OUTRIGHT BETS – LONG TERM BETS

1. Long-term bets (Outright bets) are referring to events based on parts of the competition or on entire competitions. Outright bets can be placed before the start of a competition, as well as during it. Without being limited to these, the ORGANIZER may offer the following types of long-term bets, in reference with: winning teams, players, relegation, qualification, statistics, scorers, ranking position, totals (points, goals, cards, offside, fouls, corners, etc.), differences / handicaps (points, position, goals, etc.), etc.
2. For SETTLEMENT, the official ranking, available after the end of the last game of the competition, will be taken into account. It will also include any penalty points received before the end of the competition. Any penalty or decision that occurs after the end of the competition, which is likely to affect any situation established based on previous results, will not be taken into account.
3. For the bet type “Winner- the team wins the Championship”, the Playoff is also taken into account.
4. For the bet type “Relegation - the team will be relegated/downgraded to a lower league”, the Relegation/Promotion playoff will also be taken into account.
5. For the bet type “Best Scorer - the player who will score the most goals”, the goals scored in the Playoff / Payout are also taken into account.
6. If a league is interrupted and ended before all scheduled games:
 - a) for the SETTLEMENT of the bets regarding: the champion / winning team of the competition, the ranking position, the best scorer, the best player, etc. –the decision of each federation / league will be taken into account.
 - b) depending on the situation, if no hierarchy is established, no team is relegated, no team is declared champion or no player can be considered the best scorer, those specific bets referring to such a category, bets will be voided
 - c) For the bets on totals of points, goals, cards, corners, etc. and generally for bets that involve quantifiable values, ODD 1 will be assigned, unless the bets are already decided at the time of the interruption or the future play of the competition will no longer affect their result.
7. For situations not covered by the REGULATION, if during a competition there are changes in its structure (e.g. less relegation teams), likely to affect the result for some events from the OFFER, the ORGANIZER will be entitled to establish how to settle them, fairly, according to internal decisions, or to cancel the bets by voiding them
8. In case of Outright bets on Football, promotion or relegation matches are not taken into account for any type of bet, except for those of the type "To promote" or "To relegate" and those where something else is specified in the betting option.
9. In case of Outright bets of the type "Total goals Player" dedicated to domestic competitions, if the player does not play in at least 10 matches for the specified team, regardless of the number of minutes played in the match, bets will be voided.
10. In case of Outright bets on Tennis, if the player has not performed at all in the tournament, bets will be voided. If the player has played, regardless of how much, and abandons or is disqualified, the bets remain valid.

6.31. NON SPORT EVENTS

1. „Any kind bet” is a bet type with a fixed ODD, where the events are not sporting ones. THE ORGANIZER will receive bets of any kind on events such as: political bets, winning the Oscars, Miss World contest, Eurovision music contest, Sanremo music contest etc

Note 1: When there is a tie in an event (e.g. two winners, two runners-up on same position), the bet will be divided accordingly.

Note 2: *The results taken into account are those recorded where the event take place. Any further investigations carried out by the authorities will be considered for the payment of the bet, only if they are carried out on the same day with end of the event. Any investigation conducted on the following day (s) will not be considered, regardless of its basis or result.*

6.32. SPEEDWAY

1. For Speedway competitions, jokers and bonus points are not included in calculations of points bets.
2. The number of heats taken into consideration for the points calculation will be specified in the betting offer for each competition.
3. In the case where a player appeared at the start of any heat in the competition, the bets involving him are valid regardless of subsequent events. Situations such as exclusions (e.g., red card) or injuries do not result in the cancellation of the bet.

6.33. CHESS

1. The tiebreaker for a classic match that ends in a draw is "Winning (Armageddon)" bet. One player plays with the white pieces and has 5 minutes at their disposal, while their opponent with black pieces has only 4 minutes. Because the player with black pieces has less time, they also win in case of a draw.

6.34. CYCLING

1. For cycling , the ranking established by the first official announcements is always taken into account. No further change, decision, individually or collectively taken, will be considered.
2. If any of the athletes are disqualified or abandon during the event, they are considered to have participated in the competition and will receive the result according to the podium established by the Organizer.
3. If the location of the event is changed, without this being announced by the Organizer, the bet is null and ODD 1 will be assigned to all types of bets.
4. For "duel" type of bet, the winner will be considered the participant who performed the most laps.
5. If the duel participants abandon in the same lap, the duel bets will be voided.
6. If an athlete does not qualify for the final or is not participating on that the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.