

GENERAL TERMS OF USE - Version

30.03.2026

Art. 1 - Publishers of NAPOLEONSPORTS The publisher of NAPOLEONSPORTS is the following company: Napoleon Games Sports is a public limited company under Belgian law, with its registered office at Gentsesteenweg 505, 1080 Molenbeek, registered in the Crossroads Bank for Enterprises under number 0880.462.268. Napoleon Games Sports NV holds an F1 license under Belgian law for offering bets in a Class IV gambling establishment and an additional F1+ license under Belgian law for operating bets via information society instruments. Hereinafter referred to as "Napoleon Games Sports NV."

Art. 2 - Definitions

- **Visitor:** A Visitor is any natural person who wishes to register to use the services offered on NAPOLEONSPORTS.
- **Cash Player:** A Cash Player is a Player who participates in services via NAPOLEONSPORTS with a monetary Stake.
- **Customer Service:** Customer Service is the department via NAPOLEONSPORTS where every Visitor/Player can obtain further information or assistance. This service is also available at www.napoleongames.be.
- **Free Player:** A Free Player is a Player who participates in services via NAPOLEONSPORTS without a monetary Stake.
- **Stake:** The Stake is the total financial resources, of any kind, that the Player exposes to the risk of the Bet.
- **Game of Chance:** A Game of Chance is any game in which a Stake of any kind is placed, resulting either in the loss of this Stake by at least one of the Players, or in a Gain of any kind for at least one of the Players or organizers of the game, and where chance plays even a minor role in the course of the game, the designation of the winner, or the determination of the size of the gain. Games can be played on NAPOLEONSPORTS that include all elements of a Game of Chance or Bet but require no stake. For the purposes of these Terms, "Game of Chance" refers to a Game of Chance or a Bet, as defined in these Terms, without requiring a Stake.
- **NAPOLEONSPORTS:** 'NAPOLEONSPORTS' refers to the online platform on which a range of services is offered by the Company, or one or more services offered by the Company via information society instruments. This includes, but is not limited to, www.napoleonsports.be, social media, and mobile applications.
- **Betting Rules:** The Betting Rules are the rules applicable to Bets and Games of Chance.
- **Game:** A Game is a Game of Chance offered on NAPOLEONSPORTS.
- **Player:** A Player is any Visitor who, after valid registration and verification of login details, uses the services via NAPOLEONSPORTS.

- **Player Account:** A Player Account is the collection of personal registration data, login details, and Player Account balance that allows the Player to use the services on NAPOLEONSPORTS.
- **Player Account Balance:** A Player Account Balance is a personal account of a Player on NAPOLEONSPORTS, on which funds can be credited and debited.
- **Game Rules:** The Game Rules are the set of rules applicable to the specific Game, understood as a Game of Chance.
- **Game Session:** A Game Session is the period between the start and the end of a Game, during which one or more Game Rounds can be played.
- **Game Round:** A Game Round is the period from the start of the Game of Chance until the result of that Game of Chance.
- **Company:** The Company is Napoleon Games Sports NV and, where relevant, its affiliated companies.
- **Bet:** A Bet is a Game of Chance in which each Player places a Stake and where Gain or loss depends not on an action taken by the Player, but on the occurrence of an uncertain event that occurs without the intervention of the Players.
- **Competition:** A game in a narrower sense where no Stake is required, and participants can influence the outcome through their artistic, physical, or intellectual skills, without necessarily excluding an element of chance. The prize can be awarded in the form of financial means, physical prizes, or otherwise as specified in the relevant competition rules.
- **Gain:** The Gain is the total financial means that the Player receives at the end of the Bet, reduced by the Stake or at the end of a Game of Chance.

Art. 3 - Services Offered The Company offers its Players a legally permitted online gaming experience via NAPOLEONSPORTS in accordance with current regulations. The offer consists of:

- **Games of Chance:** Games can be played on NAPOLEONSPORTS that include all elements of a Game of Chance or Bet but require no stake. For the purposes of these Terms, "Game of Chance" refers to a Game of Chance or a Bet, as defined in these Terms, without requiring a Stake.
- **Bets:** Only financial Stakes are allowed.
- **Competitions:** Only participation without a Stake is allowed.

All that is necessary or useful to allow the Player to participate in Games of Chance, Bets, and/or Competitions and/or any other offer and, in general, all that is necessary or useful for the operation of NAPOLEONSPORTS.

Art. 4 - General Access to and use of NAPOLEONSPORTS is subject to these general terms of use (hereinafter "Terms"). By explicitly accepting the Terms when creating a Player Account, as well as when logging in with the Player Account in case new Terms have been created and thus before participating in any Game of Chance, Bet, or Competition, each Player explicitly, unconditionally, and irrevocably agrees that they and their legal successors are bound by these Terms, to the exclusion of all others.

These Terms also include the Betting Rules; and the game rules specifically applicable to the individual games or Bets offered on NAPOLEONSPORTS or the rules applicable to any other offer on NAPOLEONSPORTS, which form an integral part thereof and which each Player expressly agrees to by playing such a game, Bet, or any other offer, as well as the regulations applicable to Competitions, which the Player can review before actually participating in a Game, Bet, or any other offer or Competition.

The Company reserves the right to modify these Terms as described above, the access to and content of NAPOLEONSPORTS, as well as the Betting Rules and Game Rules or the rules applicable to any offer on NAPOLEONSPORTS, at any time and in any manner, without any prior notice being required. In the event of a change to these Terms, except for (i) the Game Rules linked to individual games, (ii) the rules applicable to any other offer on NAPOLEONSPORTS, or (iii) the regulations applicable to Competitions, Players will be informed upon their next login to NAPOLEONSPORTS. Such changes must be explicitly accepted by any Player who wishes to continue using the services on NAPOLEONSPORTS.

The fact that the Company does not invoke a provision of these Terms at a given time cannot be interpreted as a waiver of any right or provision. If the Company grants an exception to these Terms to an individual Player on an exceptional and personal basis, this cannot be considered an acquired right for the Player concerned.

Art. 5 - Registration Registration on NAPOLEONSPORTS is only allowed for natural persons who are legally competent and at least 21 years old. Each natural person is entitled to a maximum of 1 Player Account on NAPOLEONSPORTS. Players who had a Player Account before September 1, 2024, but were not yet 21 years old on that date, will retain their Player Account but will not be able to place Bets until they reach the age of 21. They will still be able to participate in Competitions and Games of Chance or any other offer that does not involve Betting, but they will be excluded from winning any prize in any form. In other words, they are not eligible for any form of prize distribution if they happen to be the winner of the Competition.

If the Company has reasonable suspicion or determines that one natural person directly or indirectly controls multiple Player Accounts, regardless of whether the Player acted in bad faith, the Company expressly reserves the right to block any Player Account with details that do not match the actual identification details of the natural person, as well as the funds on those accounts, without the Player having any rights to them. In such cases, the Company also reserves all rights to take further legal action, including filing a criminal complaint.

The Player Account is strictly personal, cannot be transferred to a third party, and may not be used by a third party. Each Player is responsible for accurately, fully, truthfully, and correctly entering and keeping their data up-to-date. The Company reserves the right to verify the accuracy of the data at any time and in any way. To register validly, the procedure described below must be followed.

The Visitor is required to enter the following details: national registry number (or equivalent), name and surname (as stated on the identity card), gender, date of birth, place of birth, address,

postal code, city of residence, nationality, telephone number, email address, username, occupation, and password.

The telephone number can be adjusted by the Player at any time, provided that a verification procedure is followed. All other data can only be changed with the explicit intervention of the Company's Customer Service department, provided that these correspond to the relevant identification documents.

The Company reserves the right to unilaterally prohibit the use of a particular username or password that it deems inappropriate or contrary to public order or morality.

In case of loss, theft, or forgetting of the Player Account and/or the associated data or any other relevant data belonging to the Player, the Player must immediately contact Customer Service. After verifying the identity, the Company will take all necessary measures to restore the Player's access to their Player Account and/or all other relevant data.

Each Player confirms that they will not use the possibility of opening a Player Account in any way to misuse Games of Chance, Bets, Competitions, promotions, rewards, boosts, or any other offer or service available on NAPOLEONSPORTS. If the Company detects or reasonably suspects any form of misuse, it reserves the right to make the relevant Games of Chance, Bets, Competitions, promotions, rewards, boosts, or any other offer or service available on NAPOLEONSPORTS unavailable to such a Player, as well as to block, revoke, or close the Player Account created or used for this purpose, including the associated Player Accounts, and to block or stop the relevant transactions and withhold any funds without the Player having any right to them. The Company also reserves the right to exercise or invoke all other (legal) rights provided by applicable law to protect its interests.

Art. 6 - Access Each Player is responsible for managing their Player Account and maintaining the confidentiality of all data entered by the Player, including but not limited to, username and password. The Company can in no way be held liable for the use or misuse of the Player's Player Account and/or the data provided by the Player to the Company or made available on NAPOLEONSPORTS by a third party, whether with or without the Player's cooperation or knowledge.

If the Player becomes aware that another person has access to NAPOLEONSPORTS using their login details or in any other unauthorized manner, or if they become aware of any other misuse by a third party, they must immediately inform the Company by email at the following address: support@napoleongames.be. The Player is fully and solely responsible for any activity on and with their Player Account.

The Company is not responsible for any loss or damage that the Player may have suffered due to unauthorized use of their Player Account by themselves, third parties, or otherwise, regardless of whether the Player was aware of it or not.

The Company reserves the right to unilaterally deny access to NAPOLEONSPORTS to any Player who does not respect these Terms and/or applicable law, in addition to any other legal

remedies available. In case of a dispute, the Player agrees that the registration data and login data or any other data provided by them and registered on NAPOLEONSPORTS are the only evidence between the parties. It is also forbidden for Visitors and/or Players to disrupt, prevent, or in any way hinder access to NAPOLEONSPORTS, or attempt to do so by any means.

Art. 7 - Participation, Stake, and Gain

- **General:** If the Player is entitled to participate in a "welcome offer," they can only take advantage of it once. This means that the Player can only take advantage of such an offer once on NAPOLEONSPORTS. Furthermore, if the Player has been able to take advantage of a welcome offer on NAPOLEONSPORTS, they will no longer be able to do so on NAPOLEONCASINO or NAPOLEONDICE. The Visitor and/or Player undertakes not to engage in any behavior that could cause harm (including, but not limited to, any form of financial, technical, operational, or legal damage) to the Company, its reputation, NAPOLEONSPORTS, its software, its Games of Chance, its Bets, its Competitions and other games, products and services, or to any other Visitors/Players, or that could undermine the proper and correct functioning of NAPOLEONSPORTS, its software, its Games of Chance and Bets, Competitions, games, and other products and services, and all that is related to it, including the Company. Visitors/Players undertake to refrain from any form of manipulation, behavior, actions, or communications in the broadest sense of the word that would endanger, hinder, negatively influence, or in any way harm Visitors/Players, their gaming experience, and their relationship with the Company and NAPOLEONSPORTS. It is strictly prohibited to alter or influence the operation of the offered Games of Chance, Bets, Competitions, and other games, products, and services, or to attempt to do so by any means, including to alter the results, impartiality, or any determining element of a Game of Chance or Bet or Competition. It is also prohibited to hinder, falsify, interrupt, destroy, or limit the normal operation or functions of NAPOLEONSPORTS, its software, or its Games of Chance and Bets, Competitions, or other products or services, using computer viruses or any other code or software or any other method or technique, or to offer or (re)use the altered content. If the Company reasonably believes that the Visitor/Player has engaged in the above actions, it reserves the right to immediately terminate or block the Player Account, not refund the amount credited to the Player Account, and prohibit the Visitor from accessing all other websites, services, and software that NAPOLEONSPORTS or the Company may offer, all without any form of recourse of any kind. The Company also reserves the right to exercise or invoke all other (legal) rights provided by applicable law to protect its interests.
- **Games of Chance:** Participation in the offered Games of Chance is permitted for Players aged 21 and over. Participation in a Game of Chance occurs by meeting the relevant participation conditions in the Game Rules. The possible Gains are available in the Game Rules. At the end of a Game Round, the Player is immediately informed of the result, and any Gain is immediately credited to their Player Account. If a Game Round is interrupted before the end of the Game Round due to the Player's actions, the Player loses the possibility of Gain. If a Game Round is interrupted before the end of the Game Round due to a technical problem of any kind, the Player is asked to contact Customer Service immediately. After analyzing the game progress and the technical problem, the

Company or the competent third party will draw up a technical report, taking into account the Game Rules, these Terms, or the relevant conditions applicable in that case. The technical report of the progress of this Game Round will serve as the only evidence for calculating Gain or loss and cannot be contested. If it turns out that the progress of one or more Game Rounds does not or did not comply with the Game Rules, the relevant conditions specific to the involved Game of Chance, or these Terms, for any reason, NAPOLEONSPORTS reserves the right to correct the result of these Game Rounds according to the normal game progress. Any Gains or losses of the Player during these non-compliant Game Round(s) may also be corrected by the Company without prior notice to the Player concerned. The technical report, drawn up by the Company after analyzing one or more Game Rounds that did not comply with the Game Rules, the relevant conditions specific to the involved Game of Chance, or these Terms, for any reason, of the progress of these non-compliant Game Round(s) will serve as the only evidence for calculating (corrected) Gain or loss and cannot be contested. The Company reserves the right to recover funds that were incorrectly allocated to the Player based on the aforementioned technical report and that were withdrawn from their Player Account by the latter. The progress of a past Game Round cannot be used by the Player as a reference for Gain or loss in future Game Rounds.

- **Bets:** Participation in the offered Bets is permitted for Cash Players aged 21 and over. Participation in a Bet occurs by placing a Stake of a certain amount, freely chosen by the Cash Player. The Stake for each Bet is immediately debited from the Player Account. If the Cash Player's Player Account balance is insufficient for the chosen Stake, the Cash Player cannot participate in a new Bet with this Stake. The possible Gain is determined by the Stake and the offered odds and is immediately available. At the end of the Bet, the Cash Player is immediately informed of the result, and any Gain is immediately credited to their Player Account. If it turns out that an incorrect result and/or incorrect possible Gain has been communicated to the Player, the Company reserves the right to correct this without prior notice. The Company reserves the right to limit the amount of individual or collective Stakes per Bet and/or per day and/or per month.

Art. 8 - Management of the Player Account Each **Player** has a **Player Account** on **NAPOLEONSPORTS** that they created during their registration. The sums deposited into the **Player Account** can only be used to participate in **Bets** on **NAPOLEONSPORTS**. In accordance with these Terms and legal provisions, the **Cash Player** may request funds from the **Player Account** at any time by transferring them to the **Player's** bank account.

The **Company** manages the **Gains** and losses on the **Cash Player's Player Account** via **NAPOLEONSPORTS**. The latter expressly mandates the **Company** to do so. At the start of each **Bet**, the **Cash Player's Player Account** on **NAPOLEONSPORTS** is immediately debited with the **Stake**. After each Game Round, the **Cash Player's Player Account** is, if applicable, immediately credited with the **Cash Player's Gain**.

The **Company** reserves the right to block a **Player Account** temporarily or permanently, partially or fully, at any time, without prior notice to the **Player**, in order to verify the accuracy of any of the provided data, investigate and prevent fraud, or conduct an investigation into **Bets**

and, in general, in connection with any investigation of compliance with applicable law, these Terms, the Game Rules, or any other applicable conditions. The **Company** always has the right to block the account immediately (even during a **Bet**) in case of non-compliance or suspicion of non-compliance with applicable law, these Terms, the Game Rules, or any other applicable conditions. In that case, the **Company** has the right to the sums in the **Cash Player's Player Account** to cover any administrative costs and any damages that the **Player** owes.

Belgian gambling legislation provides that a maximum deposit limit of €200 per rolling week (a period of 7 consecutive days) must be set on the **Player Account** ("Deposit Limit"). This legislation allows the **Cash Player** to increase the prescribed weekly Deposit Limit, provided they are not known as a defaulter in the Central Individual Credit Register of the National Bank of Belgium ("NBB"). Each **Cash Player** can request an increase in their weekly Deposit Limit at any time. This increase request will take effect after a cooling-off period of 72 hours and provided that the **Cash Player** is not known as a defaulter in the Central Individual Credit Register of the NBB at that time. The **Company** reserves the right to impose further restrictions following a request to increase the previously mentioned Deposit Limit. These further restrictions will be communicated to the **Cash Player** at the time of their request to increase the Deposit Limit. A request to lower a deposit limit will take effect immediately.

Payments from the **Player Account** are made exclusively via bank transfer. The **Company** only transfers amounts to the European bank account provided by the **Cash Player** during registration or on the payout request and guarantees that the provided European bank account belongs to them. The **Company** does not systematically check the bank account, only on an ad hoc basis in case of serious suspicions of violation of applicable law, these Terms, the Game Rules, or any other applicable conditions. The transfer is executed no later than 5 banking days after the **Cash Player's** request. The **Company** will always set a minimum amount for payouts, except in the case of closing a **Player Account** with **NAPOLEONSPORTS**.

If a **Cash Player** wishes to withdraw funds deposited into their **Player Account** without first using them in a **Bet**, the **Company** reserves the right to refuse the withdrawal, among other things, due to possible anti-money laundering abuses, as long as the total (100%) of the funds has not been wagered.

The **Company** is authorized to conduct security checks or any other checks before executing a transfer. In such cases, the **Player** must confirm the payout request in writing upon **NAPOLEONSPORTS'** request, with proof of their bank details and a copy (front and back) of their identity card, and, if the **Company** deems it necessary, an official proof of residence issued by the city or municipality where the **Player** has their official residence. If these details do not match the data provided to the **Company**, the payment cannot proceed.

In case of suspicion of identity or bank fraud or if there is a suspicion that the **Player** has violated applicable law, these Terms, the Game Rules, or any other applicable conditions, the **Company** reserves the right to block or close a **Player Account** and/or withhold payment and take all necessary legal actions. If the **Player** cannot provide a valid copy of their identity card and, if requested by the **Company**, an official proof of residence issued by the city/municipality

whose data (name, surname, date of birth, street name, house number, postal code, municipality/city) fully match the data registered on the **Player Account**, nor any other requested proof, the **Company** will have the right to block the **Player Account** and withhold payment.

The amounts that the **Player** has explicitly requested to be paid out will irrevocably and without the possibility of recourse become the **Company's** property after a period of 3 months from the payout request, with the loss of all rights for the **Player** and their legal successors, which each **Visitor** expressly agrees to if the involved **Player** does not provide a valid copy of their identity card and, if requested by the **Company**, an official proof of residence issued by the city/municipality whose data fully match the data registered on the **Player Account**, nor any other requested proof within this period of 3 months.

The **Company** reserves the right to close a **Player's Player Account** without justification and at its own discretion if there has been no activity on their **Player Account** for 12 months. The **Player** will be notified by the **Company** in a timely manner via an email sent to the provided email address that their **Player Account** will be closed due to inactivity. The funds that the involved **Player** has in their **Player Account** at the time when at least 12 months have passed since the last time the **Player** legally logged into the **Player Account** will irrevocably and without the possibility of recourse become the **Company's** property after a period of 7 days from the notification, with the loss of all rights for the **Player** and their legal successors, which each **Player** expressly agrees to.

The **Company** reserves the right to charge the **Cash Player** the costs of depositing money into their **Player Account** with **NAPOLEONSPORTS**. Certain service providers of the **Company** are able to limit transfers to the **Cash Player's Player Account**. Credit card payments are not allowed. The **Company** reserves the right to communicate with the **Player** in any way, including for informational purposes, communication within the context of an administrative procedure or complaint resolution, or management of the **Player Account**.

Art. 9 - Customer Service The **Visitor/Player** can contact **Customer Service** in case of problems, comments, or complaints through various channels:

- Phone at (+32) 078 077 013 (between 09:00 and 01:00)
- Chat (between 09:00 and 01:00) or chatbot (24/7)
- Contact form on the website
- Email at support@napoleongames.be

Customer Service will analyze the request, comment, or complaint from the **Visitor/Player** and try to assist the **Visitor/Player** as quickly as possible. If an immediate solution is not possible, **Customer Service** will forward the details to the appropriate department for further handling. **Customer Service** will contact the **Visitor/Player** once the appropriate department has completed its investigation or if additional information is required. **Customer Service** is under no circumstances responsible for the accuracy of the information provided, and the **Company** cannot be held liable in connection with the information provided.

Art. 10 – Exclusion

- **Time-out:** If the **Player** feels the need for a period without Betting, they can take a break on **NAPOLEONSPORTS** for a period ranging from 24 hours to 6 months, or indefinitely.
- **Self-exclusion:** If the **Player** wants to protect themselves, they can choose the self-exclusion option. With this option, it is not possible to reopen the **Player Account** early. In the case of self-exclusion, the **Player Account** can no longer be used for any form of Betting. It is also not possible to log in or request to cancel the self-exclusion earlier than the set period.
- **Closure of the Player Account:** If the **Player** wishes to close their **Player Account**, this function must be used. Once the closure of the **Player Account** has been confirmed, the **Player** will be automatically logged out and can no longer perform any of the following activities:
 - Logging in with the **Player Account**
 - Playing **Bets**
 - Depositing or withdrawing money from the **Player Account**

How can the Player Account be reopened? The **Player** always has the option to reopen their **Player Account**. To do this, the **Player** must follow the steps below:

1. Enter username/email and password
2. In the pop-up window, the **Player** has the option to reopen their **Player Account**. Select this option.
3. If the **Player** chooses to reopen the **Player Account**, they will be required to re-enter their username/email and password for security reasons.
4. The **Player** can then start playing again. For all of the above, see:
<https://napoleonsports.be/en-be/profile/responsible-gaming>

Unsubscription from the Gambling Commission (KSC): The Gambling Commission is an independent body with its own procedures. The **Company** cannot be held responsible for the functioning of these procedures. The **Player** can unsubscribe from the Belgian Gambling Commission at any time. The **Player** will no longer have access to gambling. The procedure for voluntary unsubscription is described at
<https://www.gamingcommission.be/en/protection-of-players/access-ban/voluntary-request>.

Players with a gambling ban cannot participate in **Bets** offered on **NAPOLEONSPORTS**. **Players** can lift their gambling ban by following the procedure provided by the Belgian Gambling Commission. After a waiting period of 3 months from the day the Belgian Gambling Commission receives the request, the **Player** will regain access to gambling.

Art. 11 - Intellectual Property **NAPOLEONSPORTS** and the associated domain name and all related rights are the exclusive property of the **Company** or its partners. These elements constitute creations protected by intellectual property rights. The trademarks, logos, graphic designs, photos, animations, videos, texts, and other distinctive signs on **NAPOLEONSPORTS** are the intellectual property of the **Company** or its partners. Any reproduction, use, or depiction

thereof without the prior written permission of the **Company** or its partners is prohibited under penalty of legal action. The creation of a hyperlink to the homepage of **NAPOLEONSPORTS**, except for any other address, is permitted provided that this link does not harm **NAPOLEONSPORTS** and unless otherwise notified by **NAPOLEONSPORTS**. Any hyperlink to an internal page of **NAPOLEONSPORTS** is prohibited without the prior written permission of the **Company** or its partners.

Art. 12 - Social Media The **Company** uses, within the permitted legal framework, social media, including but not limited to:

- Facebook: <https://www.facebook.com/Napoleongames>
- Instagram: <https://www.instagram.com/napoleonsportscasino>
- Twitter: <https://twitter.com/napoleongames>
- YouTube: <https://www.youtube.com/channel/UCwlyhFJvIWUojFF2KWVKFYQ>

All messages displayed via social media channels are purely informative and cannot be considered binding with regard to **NAPOLEONSPORTS**. The **Company** cannot be held liable for all messages that appear on social media channels. Every person undertakes, to the extent that the legal framework allows any expressions, to respect the basic rules of good behavior, politeness, and courtesy when using social media in the broadest sense and, in particular:

- Remain courteous and friendly,
- Avoid personal attacks.

Visitors are expressly prohibited from spreading, propagating, or contributing to the dissemination of hateful, racist, anti-Semitic, xenophobic, homophobic, defamatory messages, or those harmful to public order and morality, or more generally, derogatory or offensive messages on any medium related to **NAPOLEONSPORTS**, the **Company**, or its **Visitors/Players**. Also prohibited on social media are messages contrary to the spirit of **NAPOLEONSPORTS** or the **Company**, such as, but not limited to, messages containing a specific political or religious stance or opinion, unsolicited, exaggerated, or inappropriate messages, messages misleading other **Visitors/Players** about the game rules or by assuming the name of other people and, in particular, by pretending to be an employee, associate, or partner of the **Company**.

Moreover, **Visitors/Players** are prohibited from impersonating another **Visitor/Player** or communicating under a false name, false capacity, or false pseudonym, or lying about their age. **NAPOLEONSPORTS** reserves the right to remove messages on its own social media channels that violate these provisions or current legislation. The **Company** can in no way be held liable for the content, particularly the illegal nature of the content, concerning applicable legislation, any loss, or damage resulting from the use of content shared via social media. If the **Company** is held responsible due to a **Visitor/Player's** failure to comply with their obligations under these Terms or legal and regulatory provisions, the **Company** reserves the right to pursue the **Visitor/Player**.

Art. 13 - Liability The information on **NAPOLEONSPORTS** is regularly updated and checked. However, the **Company** cannot be held liable for the unlawful use that **Visitors/Players** directly or indirectly make of such information, **NAPOLEONSPORTS**, or any other unlawful act that violates applicable law, these Terms, the Game Rules, or any other applicable conditions. The **Company** disclaims all liability in this regard and offers no warranty concerning the services offered via **NAPOLEONSPORTS**.

The **Company** also cannot guarantee the permanent availability, without errors or interruptions, of all functions of **NAPOLEONSPORTS**, nor the immediate correction of errors, nor the complete absence of viruses or other harmful elements on **NAPOLEONSPORTS** and the infrastructure on which the services are offered. There may be temporary limitations due to technical problems such as telecommunications interruptions, program errors, or hardware issues, etc. The **Company** cannot be held liable for any loss or damage (direct, indirect, movable, or immovable) resulting from these temporary limitations or in connection with the use of **NAPOLEONSPORTS** or the inability to use the services of **NAPOLEONSPORTS**. **Visitors/Players** are responsible for the proper functioning and upgrades of their hardware, software, and internet access.

The **Company** reserves the right to modify, interrupt, suspend, or terminate any of the **Games of Chance**, including the Game Rules or other related conditions, **Bets, Competitions**, or other services offered on **NAPOLEONSPORTS** at any time and without prior notice, limit or adjust the **Stake** or take any other action or modify the odds. In such cases, the **Company** cannot be held liable, so the **Players** cannot claim any compensation in any way.

NAPOLEONSPORTS may contain links to websites that do not belong to **NAPOLEONSPORTS** or the **Company**. The latter cannot be held liable for the content of these websites, nor for the consequences of accessing and/or using these websites. The **Company** can in no way be held liable for paying compensation in the event of bankruptcy of the bank(s) or other parties with which the **Company** cooperates for the operation of **NAPOLEONSPORTS**. Each **Visitor/Player** explicitly agrees with the decisions that the **Company** deems necessary to make to achieve a fair settlement.

Without prejudice to any other provision in these Terms and to the extent permitted by applicable law, the **Company** shall never be liable for any indirect, incidental, or other consequential damages to the **Visitor/Player**. To the extent necessary and without prejudice to any other provision in these Terms, the **Company** reserves all rights, including the right to compensation and the filing of a criminal complaint, if it suspects or knows that a **Visitor/Player** does not comply with applicable law, these Terms, the Game Rules, or any other applicable conditions, or generally causes harm to the **Company**.

For the sake of clarity and within the limits of the law, the **Visitor/Player** agrees that the recovery of damages caused by a contractual breach by an auxiliary person of the **Company** (including staff, employees, directors, officers, agents, representatives, consultants, suppliers, (sub)contractors, successors, and assigns of the **Company**) (i) can only be based on a contractual claim against the **Company** in accordance with the liability provisions of these

General Terms; (ii) does not give the **Visitor/Player** the right to bring a non-contractual claim against the **Company**; and (iii) does not give the **Visitor/Player** the right to bring a non-contractual claim against an auxiliary person of the **Company**, even when the act or omission causing the damage is also a tort. For the sake of clarity and within the limits of the law, the **Visitor/Player** agrees that the **Company** cannot be held liable for tort.

Art. 14 - Invalidity of Clauses The invalidity, lapse, or unenforceability of all or part of the General Terms never leads to the invalidity of these General Terms in their entirety. The entirely or partially invalid, lapsed, or unenforceable provision shall be deemed not to have been written. The **Company** undertakes to replace this provision with another provision that fulfills the same function as much as possible. In case of a dispute, the **Company** and the **Visitor/Player** will interpret and apply the entirely or partially invalid, lapsed, or unenforceable provision in a manner that is as close as possible to such provision, taking into account the intentions of such provision.

Art. 15 - No Waiver Failure to exercise or delay in exercising a right or applying a sanction by the **Company** in no way constitutes a waiver of rights. The **Company** shall always have the right to exercise its rights under this agreement.

Art. 16 – Governing Law & Jurisdiction Any dispute, whether contractual or non-contractual, concerning the Terms, **NAPOLEONSPORTS**, its use, or otherwise, is exclusively governed by Belgian law. If the parties involved fail to reach an amicable settlement, the dispute will be submitted to the courts where the **Company** has its registered office, which have exclusive jurisdiction. If these Terms need to be translated into another language, the Dutch version will prevail in case of conflict between the translation and the Dutch version.

The following does not form part of our General Terms but is intended to inform you about the use of your personal data by the **Company**.

- [Privacy Policy](#)
- [Cookie Policy](#)

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.
- **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**. 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.
- **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 is 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 odds, 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 21 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, **Napoleon 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 21, 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**. Where available, the OPERATOR may offer a Cash Out option allowing the **PLAYER** to settle a bet before the end of the event, in accordance with the conditions set out in point 4.4 of these **BETTING REGULATIONS**.
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 www.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 matches, the following rules apply:
 - For bets related to a single match, the general settlement rules and odd 1 specified in this REGULATION apply.
 - For bets related to multiple matches, the general settlement rules and odd 1 in this REGULATION apply, with the provision that the validation period until 11:59 PM of the second day from the start date of the last event may be extended (if necessary) until the completion of the last match (in chronological order) according to the initial betting OFFER schedule.
 - *Example:* If the bet involves two matches, one scheduled for Thursday and the other for Sunday, the bet remains valid if the Thursday match is postponed, and the postponement extends beyond 11:59 PM on Friday, provided it is played before the conclusion of the Sunday match.

4.2 Types of tickets

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

1. **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. **Combination Bet** - involves the selection of multiple events and their placement on the same **TICKET**. The final **ODD** is calculated by multiplying the individual odds of each selected event. The winning condition for this type of bet is the correct **PREDICTION** for

all events included on the **TICKET**. The potential **WIN** is calculated by multiplying the final **ODD** by the **STAKE**. The OPERATOR reserves the right to restrict the number of events from the same championship or competition that can be included on a single **TICKET** (e.g. only one match per **TICKET** from the Slovenian national football championship). Such restrictions are 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'.
 - **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.
 - **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 combination 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 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:
 - $C2 * C3 * C4 * C5 * 1$ (**STAKE** per combination) = WIN 1
 - $C1 * C3 * C4 * C5 * 1$ (**STAKE** per combination) = WIN 2
 - $C1 * C2 * C4 * C5 * 1$ (**STAKE** per combination) = WIN 3
 - $C1 * C2 * C3 * C5 * 1$ (**STAKE** per combination) = WIN 4
 - $C1 * C2 * C3 * C4 * 1$ (**STAKE** per combination) = 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 / number of games won by the **PLAYER**.
 - *Example 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.

- **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. **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:
 - 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.).
 - 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.
 - If a match is interrupted and resumed by 11:59 PM of the second day after the interruption, all open bets will be settled based on the final result. Otherwise, all undecided bets will be considered VOID.
 - 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.

- For Match Combos with betting options on yellow/red cards received by the game players:
 - Cards given to non-players (coaches, players on the reserve bench) will not be taken into account.
 - A yellow card is considered 1 card.
 - A red card is considered 2 cards.
 - Elimination after 2 yellow cards are considered 3 cards.
 - 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.
 - 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**.
 - 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**.
- In the case of Match Combos with betting options on the scorers (football players):
 - 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**.
 - 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.
 - If the game ends 0-0, the bet is a loser (no win) and will NOT receive **ODD 1**.
 - 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.
- In the case of Match Combos with betting options on corners: Corners received but not executed are not taken into account.
- In the case of Match Combos containing penalties' betting options:
 - If a penalty is repeated once or several times, only the last penalty executed in this series will be valid.
 - 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.
- 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.
- 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.

2. Combine & Conquer:

- Eligibility conditions regarding receiving the PROMO:
 - The **PLAYER** is placing an exclusive pre-game bet on the sporting events, under the conditions of the present REGULATION, with minimum of 3 sporting events recorded on the **TICKET**;
 - The minimum **ODD** is 1.50 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 – Profit Boost grid:

Selections	% Profit Boost
3	5%
4	6%
5	8%
6	10%
7	12%
8	15%
9	18%
10	20%
11	25%

12	30%
13	35%
14	40%
15	45%
16	50%
17	55%
18	60%
19	65%
20	70%
21	75%
22	80%
23	85%

24	90%
25	95%
26	100%
27	100%

Note 1: If **ODD 1** is assigned to some sporting events recorded on the **TICKET**, under the conditions of this REGULATION, the Profit Boost 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 Profit Boost grid for 9 sporting events will apply, with the percentage of 18%.

Note 2: 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 3: In the case of system tickets, the Combine & Conquer is calculated for each combination that meets the Combine & Conquer requirements.

Note 4: If you win a bet thanks to 2UP, the final result counts. If you would have lost the bet without 2UP, Combine & Conquer is not activated.

Note 5: If you win a bet thanks to SuperSub, the result without taking SuperSub into account applies. If you would have lost the bet without SuperSub, Combine & Conquer is not activated.

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, 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. 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. 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.
4. 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.
5. 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.
6. 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.
7. Napoleon reserves the right to accept or refuse any bet included in the Bet Builder feature, regardless of the event or betting option.
8. 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.
9. 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.

10. The Bet Builder functionality may be made available both Pre-Match and In-Play. The availability of In-Play Bet Builder is subject to the event, the betting options and the moment of the match, as determined by Napoleon at its sole discretion.
11. Bets created using the Bet Builder functionality are eligible for Cash Out, both Pre-Match and In-Play, provided that all selections comprised in the bet are eligible for Cash Out at the relevant moment.

5. 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.:* For the football game between Dortmund and Barcelona, THE **PLAYER**'s prediction is Dortmund's victory or tie.
 - *E.g.:* 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.:* 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.:* 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.
 - *E.g.:* 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.

- *E.g.:* 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, halves, 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.:* 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.
- *E.g.:* 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
-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 goals	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 goals	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 goals	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
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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.:* 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.
- *E.g.:* 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
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.:* In the England football league - Premier League, THE **PLAYER** bets on Sergio Aguero to win the top scorer title.
 - *E.g.:* In the England football league - Premier League, the **PLAYER** bets on Liverpool to win the competition.
 - *E.g.:* 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. **Combinations:** 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.:* Both teams score AND there will be between 3 and 4 goals in the game.
 - *E.g.:* The victory of the guest team or a tie game AND at least 2 goals scored in the game.
 - *E.g.:* 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.:* The victory of the host team OR there will be scored at least 3 goals on the game.
 - *E.g.:* Both teams score in the first half OR both teams score in the second half.
 - *E.g.:* Tie break OR the guest team wins the second half.

6. GENERAL SETTLEMENT RULES

1. 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 match is interrupted and resumed by 23:59 (venue time) on the same day as the original date of the event, all open bets will be settled on the final result. Otherwise, all undecided bets will be considered **VOID**.
 - *Example 1:* If a **PLAYER** has bet on 2 or more goals in the first half of a football match and the match is interrupted in the 40th minute with the score 1:1, the bet remains valid and is a winner.
 - *Example 2:* If a **PLAYER** has bet on 2 or more goals in the first half of a football match and the match is abandoned in the 40th minute with the score 1:0, the bet is **VOID** and is awarded ODDS 1.
14. If an event is abandoned, postponed, suspended or interrupted before the end of regular playing time and is not rescheduled to restart by 23:59 (location time) on the same day as the original date of the event, the bet for this event is **VOID** and is awarded ODDS 1, except as stated in section 7.2 Tennis, point 3. This does not apply to events for which the operator mentions an indicative start date and time, because the organizer of the competition to which the event belongs has not yet set the start date and time.
15. If an event starts and is suspended or interrupted before the end of regular playing time, and by 23:59 (time at the venue of the match), on the same day as the original date of the match, the event is not resumed from the point at which it was

suspended/interrupted, but will be replayed, bets that have been decided up to the time of interruption/suspension will be validated in accordance with what happened up to that point, 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.:* 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".
 - *E.g.:* 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 void 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 general rules of a sport are not followed (e.g. unusual half durations, match format, team composition, etc.) and/or if the venue or location is changed, we reserve the right to refund any bet. Exceptions are matches played on neutral ground, friendly matches, cups, tournaments where the host country or countries are determined, cases where the home (organizing) team plays the home matches at a different venue, even in a different city or country (due to security reasons, venue unavailability/lack of a home venue etc), cases where a match is played at the venue of the away team but the official organizer is the home team and in general any other situations directly specified in the betting offer. The ORGANIZER aims to provide to the **PLAYERS** access to the most relevant information of this kind directly in the betting offer, but has no responsibility for the accuracy, availability/completeness of such information, which is provided for guidance only.
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 certain pre-match bets placed on the Full Time market (referring to the final result of the game within regular time), Napoleon may apply the 2UP early settlement feature to a limited number of competitions and sports. This feature allows eligible bets to be settled as winners before the conclusion of the event if specific in-play conditions are met, regardless of the final result of the match. These competitions will be clearly identified on the OPERATOR's platform and visible to all customers. For eligible pre-match Full Time bets, the following 2UP settlement criteria apply:
 - **Football:** the bet is settled as a winner if the team selected by the customer takes a two-goal lead at any point during the match, regardless of the final outcome.
 - **Tennis:** the bet is settled as a winner if the selected player (or pair, in doubles) wins any set with a score of 6–0, regardless of the final match outcome.
 - **Basketball:** the bet is settled as a winner if the selected team reaches an 18-point lead at any moment during the game, regardless of the final result.
 - **Volleyball:** the bet is settled as a winner if the selected team leads by two sets at any point during the match, regardless of the final outcome.
 - **Ice hockey:** the bet is settled as a winner if the selected team achieves a three-goal lead at any moment during the game, regardless of the final result.
 - **Darts:** the pre-match bet is settled as a winner if the player selected by the customer throws a 170 checkout at any point during the match, regardless of the final result.

7. SPECIAL SETTLEMENT RULES

7.1. FOOTBALL

1. 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.
2. 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.
3. 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.
4. If the bet was opened with a missing or incorrect card, we reserve the right to void the bet.
5. If the odds were offered with an incorrect game time (more than 5 minutes), we reserve the right to void the bet.
6. If a wrong score is entered, all bets will be canceled for the time frame in which the wrong score was displayed.
7. 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.
8. 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 betting options "Player A or Player B to score" and "Player A and Player B to score":
 - Own goals are not taken into account.
 - If both players do not participate in the match, bets receive **ODDS 1**.
 - d) 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.
 - e) 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. a) For all Pre-match player bets, if the player is not in the starting 11, bets will be settled at **ODDS 1**.
- b) For all LIVE player bets, if the player on which the bet was placed is not on the pitch at the time the bet was placed, bets will be settled at **ODDS 1**.
12. For the types of bets "Next & 1X2" and "Score anytime & 1X2", any player who does not score is part of the betting option "Others".
13. 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.

14. 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.

15. 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.
- i) 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.
 - D. **Direct Free Kick for Goals/Shots:** Direct free kick shots are any attempts created directly from the free kick itself (unassisted).
 - E. **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.
 - F. **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.

- G. **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.
- H. **Cross:** Any intentional played ball from a wide position intending to reach a team mate in a specific area in front of the goal.
- I. **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.
- J. **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).
- K. **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.
- L. **Foul conceded:** is defined as any infringement that is penalised as foul play by a referee. Offsides are not given as a foul conceded.
- M. **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.
- N. **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.
- O. **Goal Kick:** This is awarded to the team/player taking a goal kick.
- P. **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. In the situation that only one match out of those subject to the bet is canceled or postponed until after 11:59 PM of the second day from the original scheduling (understood as the match not having started), for result settlement, it will be considered that 2 goals were scored in the match as follows: 1 goal in the first half, 1 goal in the second half, 1 goal scored by the home team, and 1 goal scored by the away team. For bets referring to any other event in the match besides goals (e.g., yellow card, foul, offside, corner, etc.), **ODD 1** will be awarded. If the match starts until 11:59 PM of the second day from the original scheduling, the bet is settled according to the result recorded on the field.
- I. In the situation that 2 (two) or more matches out of those subject to the bet are canceled or postponed until after 11:59 PM of the second day from the original scheduling (understood as the matches not having started), the bet will be considered void, and **ODD 1** will be awarded.
- J. In the case of interrupted or suspended matches (understood as the match has started and then interrupted) until after 11:59 PM of the second day from the moment of interruption, for result settlement, the result recorded at the time of interruption will be considered, but only for situations where the continuation of the match would not influence the determination of the bet result. Otherwise,

ODD 1 will be awarded. If the match resumes by 11:59 PM of the second day from the original start time, validation will be based on 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.).

7.2. 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, **ODD 1** will not be 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.

7.3. 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 rule 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 on 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 strength" 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 was scored.
 - e. **Empty net:** A goal is considered to be "empty-net" if the team being led out replaces 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 an "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.

7.4. 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.

7.5. 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 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.

7.6. 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.
7. Players who are listed but who have no odds available are not included.
8. "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.
9. "Winning 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 13, > 13.
10. 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.

7.7. 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.

7.8. 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.

7.9. 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 voids 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. In the case of pre-match player bets (e.g., Player Hits, Player Home Runs, Pitcher Strikeouts, etc.), if the players are not included in the official starting lineups, **ODD 1** will be awarded.
12. In the case of LIVE player bets (e.g., Player Hits, Player Home Runs, Pitcher Strikeouts, etc.), if the players do not actively participate in the match, **ODD 1** will be awarded.

7.10. 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.

7.11. 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.

7.12. 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.

7.13. 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.

7.14. DARTS

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

2. Bullseye is considered a red check out color.

7.15. CRICKET

1. If a match is canceled before the game begins, then all types of bets receive **ODD 1** if the game is not resumed by 11:59 PM of the second day after the original 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 assign **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 the official result.

7.16. 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.

7.17. 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.

7.18. 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 match is interrupted and resumed by 11:59 PM of the second day from the original start time, then all types of bets remain valid and will be settled according to the final result. All undecided bets become **VOID** and will receive **ODD 1**.
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.

7.19. 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.

7.20. E-SPORTS

1. If a game or map is not finished, all undecided bets will be voided.
2. Bets placed on incorrectly listed games will be voided.
3. 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.
4. If a team abandons or withdraws, all undecided bets will be **NULL**.
5. If the regular number of maps changes or differs from those stated in the Offer, we reserve the right to void the bets.
6. For Counter Strike 2 (CS2) 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 13:0 by the team in advantage.
 - c. According to the official rules of the game CS2, 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.
7. 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.
8. 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 will destroy the Inhibitor number X" - when settling the result, any method of destroying the Inhibitor will be taken into account. If an Inhibitor that has already been destroyed reappears and is destroyed again, it will

not be counted towards the final number of Inhibitors destroyed in the match/map.

9. 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.

7.21. 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 the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.

7.22. 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 in the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.

7.23. 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 in the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.

7.24. 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. If 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.

7.25. 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.

7.26. 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.

7.27. 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.

7.28. 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**.

7.29. 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.

7.30. 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.
11. In the case of Outright bets such as "Next club of player X", loans are not considered. The player must be transferred permanently for the bet to be won.
12. In the case of Outright bets such as "Next manager of team X", only the permanent manager is considered. If an interim manager coaches for at least 10 consecutive official matches, then he is considered the permanent manager, and the bet is validated as a winner.

7.31. 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.

7.32. 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.

7.33. 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.

7.34. 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 bets, the winner is the participant who obtains the better finishing position in the official final classification of the event.
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 the final, but has participated in at least one of its previous stages, the bets "Winner", "Ranking", "Podium", etc. are considered lost.