

# 1. Introduction

1.1. This set of terms and conditions govern the use of the Sportsbook platform. When placing a bet with Sportsbook platform, the Account Holder is therefore agreeing that the Account Holder has read, understood and will be adhering to these Terms and Conditions including the general Terms and Conditions at any time applicable to Sportsbook platform, click .

1.2. The use of this Sportsbook platform is subject to the regulations imposed by the license.

1.3. Any dispute relating in any way to the use of this Sportsbook platform should be emailed to support@ybet.com Should the reply not be considered satisfactory, a request for confidential arbitration can be sent to the license. Their decision shall be binding and may be entered as a judgment in any court of competent jurisdiction.

1.4. Sportsbook platform reserves the right to make changes to the site, betting limits, payout limits and offerings.

1.5. Sportsbook platform may update, amend, edit and supplement these Terms and Conditions at any time.

1.6. Any reference in these Terms and Conditions to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

# 2. Definition

2.1. Sportsbook platform – legal entity engaged in betting activities in accordance with the licensing and legislative requirements of the country.

2.2. Client - an individual who has agreed to the Rules for accepting bets, registered on the site YBet.com (and other subdomain versions of the site).

2.3. Bet – risk-based agreement concluded between the Client and the Betting Company on the outcome of an event in which they do not participate, involving a win. Bets are made on terms previously proposed by the Sportsbook platform.

2.4. Stake - the amount of money transferred by the client to Sportsbook platform and which are the main condition for participation in a bet in accordance with these Rules.

2.5. The outcome is the result of the event on which the Sportsbook platform is invited to make a bet.

2.6. Odd – the number by which the bet amount of the stakeholder is multiplied when determining the payout amount if bet wins.

2.7. Winnings - cash to be paid to the Client upon the outcome, on which a bet was made.

2.8. Bonuses:

2.8.1. Bet refund - bet refund, client gets just won amount on his account. For example, freebet 5 on odd 3.5 client get  $5 \times 3.5 - 5 = 12.50$

2.8.2. Free money - client gets bet amount and won on his account. For example, freebet 5 on odd 3.5 client get  $5 \times 3.5 = 18.50$

2.8.3. No risk bet - player uses his money for bet, but if bet loses he gets his money back.

### 3. Betting Rules

3.1. Sportsbook platform reserves the right to cancel any bet made on obviously "bad" odds, switched odds or a bet made after an event has started.

3.2. All bets accepted by Sportsbook platform are subject to these rules, as well as to applicable license conditions.

3.3. Sportsbook platform reserves the right to refuse, restrict, cancel or limit any bet.

3.4. Sportsbook platform reserves the right to settle after the contest is final or with official results

3.5. The winner of an event will be determined on the date of the event's conclusion. Sportsbook platform does not recognize protested or overturned decisions for betting purposes. The settlement of an event suspended after the start of the competition will be decided according to the betting rules specified for that sport by Sportsbook platform

3.6. No one under the age of 18 is permitted to make a bet.

3.7. All rules contained herein are subject to changes and revisions by Sportsbook platform without prior written notice. All changes and revisions to our rules will be posted on the Sportsbook platform website.

3.8. Maximum bet amounts on all sporting events will be determined by Sportsbook platform and are subject to change without prior written notice. Sportsbook platform also reserves the right to adjust limits on individual accounts as well.

3.9. For accounts with minus balances, Sportsbook platform reserves the right to cancel any pending plays, whether placed with funds resulting from the error or not.

3.10. Members are solely responsible for their own account transactions. Please be sure to review and confirm your bets for any mistakes before sending them in. Once a transaction is complete, it cannot be changed. Sportsbook platform does not take responsibility for missing or duplicate bets made by the client and will not entertain requests for alterations because a play is missing or duplicated. Clients may review their transactions in the "My Bets" of the site after each session to ensure all requested bets were accepted.

3.11. Disputes must be lodged within seven (7) days from the date the bet in question has been decided. No claims will be honoured after this period. The client is solely responsible for their account transactions.

3.12. Winnings will always be calculated using Decimal Odds. Please note, that when converting odds into the British standard, round-off errors may occur, since some odds don't have an exact translation into British-style fractions. Here, we'll show the nearest fractional odds.

3.13. Sportsbook platform reserves the right to suspend a client account without prior notice.

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

3.15. Combo (accumulators, parlays, multis). If certain outcomes are related example: place bet on Barcelona to win the La Liga combined with a Barcelona win in the deciding game, these bets will be void.

3.16. Any bets placed with a system bet will not count for the wagering requirement in Bonus.

3.17. Live Score Update is for guidance only. Sportsbook platform is not responsible for any errors. Sportsbook platform reserves the right to cancel any bets if the outcome is already known or if the odds have not been updated correctly due to technical issues.

3.18. Outright bets are considered all in run or not and so will be settled as a loss if the selection does not take part in the event, unless otherwise stated. Dead heat rules apply where there is more than one winner. Bettors stakes are first divided by the number of selections who tied and then this portion of their stakes is settled as a winner and the rest settled as a loser.

3.19. Sportsbook platform reserves the right to void or cancel any bets where the outcome has been altered by the imposition of penalty points, enforced relegations or any other measure enforced as a result of anything other than the normal results of the games/competitions in question.

3.20. All bets are settled using the information provided by the official body running the competition at the time of the result except where stated otherwise. In the case of any events outside of official competitions then bets are settled using the information provided.

3.21. If one of competitors didn't start Sportsbook platform cancel this head to head market.

3.22. If both competitors didn't finish, winner will be competitors who's have more laps. If both competitors out in the same lap, Sportsbook platform cancel this head to head market.

3.23. If competitors in the same position, Sportsbook platform cancel bets on this head to head market.

3.24. Sportsbook platform don't responsible for the damage incurred by the client as a result of a system malfunction, defects, delays, manipulations or errors in data transfer.

3.25. Clients' claims are considered by Sportsbook platform within thirty days from the moment the Client submits a written application to Sportsbook platform. After making a decision, Sportsbook platform notifies the client by means of an e-mail linked to the game account.

3.26. In case of suspicion of unfair wrestling, Sportsbook platform reserves the right to refuse any bet in general or any part of it, thus making the questionable bet invalid (in these cases, the payment is made with a factor equal to "1") or completion of proceedings or up to 31 calendar days

3.27. Clients are allowed to bet only as individuals, group bets are not allowed. Repeated bets on the same results / winners from the same or different customers may subsequently be declared invalid. Even after the official result of the competition / athletes is already known, Sportsbook platform may consider the indicated bets invalid if it considers that the Clients act in collusion or as a syndicate, or the bets considered were made by one or more Clients within a short period of

time. The betting company also has the right to refuse to accept bets or to count already made bets as invalid if they are made from different game accounts from the same IP address.

3.28. LIVE bets: If the match is interrupted or postponed and does not continue in 48 hours after the scheduled time, the bets will be canceled (except for those outcomes that are clearly defined when the game was stopped).

3.29. Statistics or editorial text published at the Sportsbook platform site are to be considered as added information but Sportsbook platform does not acknowledge or accept any liability whatsoever if the information is not correct. At all times it is the Account Holder's responsibility to be aware about circumstances relating to an event.

3.30. It is forbidden to use automated systems (any kind of scanners or robots) on Sportsbook. Sportsbook platform reserves the right to cancel any bet which made using automatic systems

3.31. It is forbidden to use accounts owned by other people or registered accounts on other people. Sportsbook platform reserves the right to cancel any bet which made not an owner of an account.

## 4. Bets Types

4.1. Single (Ordinary) - bet on a separate outcome of the event. Single bet payout equal to the product of the bid amount set for the outcome price.

4.2. Combo - bet on several independent outcomes of events. To win on express it is necessary that none of the outcomes that are included in the express, there was no loss. Losing one of the results of the combo means losing all over the combo. Combo payment is equal to the product the amount of the bet on the odds of all outcomes included in the combo.

4.3. System - a set of combos, which is a complete search variants of combos of the same size from a fixed set of outcomes. It is characterized by the same stake for each express (option system) and the same number of outcomes in each express. Betting the system must specify the total number of outcomes and number of combos (system option). Payment on the system is equal to the amount of payments on combo included in the system.

4.4. A 'Trixie' is a combination, which includes one treble and three doubles from a selection of three matches.

4.5. A 'Patent' is a combination, which includes one treble, three doubles and three singles from a selection of three matches.

4.6. A 'Yankee' is a combination, which includes one fourfold, four trebles and six doubles from a selection of four matches.

4.7. A 'Canadian' (also known as 'Super Yankee') is a combination, which includes one fivefold, five fourfolds, ten trebles and ten doubles from a selection of five matches.

4.8. A 'Heinz' is a combination, which includes one sixfold, six fivefolds, fifteen fourfolds, twenty trebles and fifteen doubles from a selection of six matches.

4.9. A 'Super Heinz' is a combination, which includes one sevenfold, seven sixfolds, twenty-one fivefolds, thirty-five fourfolds, thirty-five trebles and twenty-one doubles from a selection of seven matches.

4.10. A 'Goliath' is a combination, which includes one eightfold, eight sevenfolds, twenty-eight sixfolds, fifty-six fivefolds, seventy fourfolds, fifty-six trebles and twenty-eight doubles from a selection of eight matches.

4.11. If odds consider more than 2 digits after decimal point, the payout will be rounded for second digit after decimal point.

4.12. "Cash out" is an individual offer initiated by Sportsbook platform, addressed to a bet participant, aimed at changing one or several essential betting conditions (coefficient, event calculation time, etc.) in order to fix a new result and complete the bet at the current time (further - Cash out). The offer to redeem a bet can be both accepted and rejected by the participant of the bet. By selecting "Cash out" the participant of the bet confirms his acceptance of the new essential conditions of the bet. Cash out rates can be offered for both prematch and for live betting. The bookmaker's office reserves the right to change the offer to repurchase the bid over time, or not to form a bid to repurchase the bet without giving a reason.

## 5. Markets

5.1. "Match" (1X2) is where it is possible to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team, or team listed to the left side of the offer; "X" = Draw, or the selection in the middle; "2" = Away team, or team listed to the right side of the offer.

5.2. "Correct Score" ( is where it is possible to bet on the (partial or definite) exact score of a match or event.

5.3. "Over/Under" (Totals) is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void. Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.

5.4. "Odd/Even" is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). "Odd" is 1,3,5 etc.; "Even" is 0,2,4 etc.

5.5. A "Head-to-Head" and/or "Triple-Head" is a competition between two or three participants/outcomes, originating from either an officially organised event, or else, as virtually defined by Sportsbook platform.

5.6. "Half time/Full time" is where it is possible to bet on the result in half time and the final outcome of the match. E.g. if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than two halves).

5.7. "Period betting" is where it is possible to bet on the outcome of each separate period within a match/event.

5.8. "Draw No Bet" is where it is possible to bet on either "1" or "2" as defined in . It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the

specific match contain no winner (E.g. match ends as a draw), or the particular occurrence not happen (E.g. Draw No Bet and match ends 0-0) the stakes will be refunded.

5.9. "Handicap" is where it is possible to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the adjustment of the handicap line is exactly equal to the betting line, then all bets on this offer will be declared void. Example: a bet on -3.0 goals will be declared void if the team chosen wins the match by exactly 3 goals difference (3-0,4-1, 5-2, etc).

Asian Handicap: Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (ie. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a "tie". Should the match produce any other outcome, including a Team A victory with only 1 goal of margin, the whole stake would be lost. Away team is given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.

5.10. "Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a match or event. The options are: 1X, 12 and X2 with "1", "X" and "2" as defined in .

5.11. "Outright" or "Place" betting is where it is possible to choose from a list of alternatives and bet on the eventuality that a participant wins or places within a specified position in the classification of the listed event/competition.

5.12. Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.

5.13. Bets on "Result at end of Quarter / Half / Period X" refer to the result of the match/event after termination of the stipulated timeframe and will take into account all other points/goals/events tallied from previous parts of the event/match.

5.14. Bets on "Race to X Points / Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned timeframe. Should the listed score not be reached within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.

5.15. Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.

5.16. Bets referring to the happening of a particular occurrence in a pre-defined time order, such as "First Card", or "Next Team to receive penalty minutes" will be settled as void should it not be

possible, without any reasonable doubt, to decide the winning outcome, for example in case of players from different teams which are shown a card in the same interruption of play.

5.17. "Team to score first and win" refer to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match all bets will be settled as void.

5.18. Any reference to "clean sheet" indicates that the listed team must not concede any goal during the match.

5.19. "Team to win from behind" refers to the listed team winning the match after having been at least 1 goal down at any point in the match.

5.20. Any reference for a team to win all halves/periods (e.g. Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.

5.21. Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.

5.22. Settlement of bets on offers such as "Man of the Match", "Most Valuable Player" etc. will be based on the competition's organisers' decision, unless otherwise stated.

## 6. Special rules for sports

### 6.1. Soccer

6.1.1. Bets on the outcome of a match will be decided based on two halves of the scheduled number of minutes each and any time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts if not stated.

6.1.2. Corners awarded but not taken are not considered.

6.1.3. Own goals will not be considered for Anytime Goalscorer or Player to score X or Next Goalscorer or more settlement purposes and are ignored

6.1.4. All players who took part in the match since kick off or previous goal are considered as runners

6.1.5. If a player is not in the starting XI all player markets will be voided.

6.1.6. If for any reason an unlisted player scores a goal all bets on listed players stand

6.1.7. Anytime Goalscorer or Player to score X or Next Goalscorer market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

6.1.8. Interval markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.

6.1.9. Interval goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.

6.1.10. Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.

6.1.11. Booking interval markets are settled based on the time the card is shown and not the time the infringement is made

6.1.12. Offsides will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

6.1.13. Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

6.1.14. Penalties awarded but not taken are not considered

6.1.15. Next scoring type. Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal. Penalty: Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count. Own Goal: If goal is declared as an own goal. Header: The scorers last touch has to be with the head. Shot: Goal has to be with any other part of the body than the head and the other types do not apply. No Goal.

6.1.16. If the market was opened with a missing or incorrect red card, we reserve the right to void betting

6.1.17. If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.

6.1.18. If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed

6.1.19. If the team names or category are displayed incorrectly, we reserve the right to void betting.

6.1.20. Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards.

6.1.21. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

6.1.22. Cards shown after the match are not considered.

6.1.23. Cards for non-players (already substituted players, managers, players on bench) are not considered

6.1.24. Yellow card counts as 10 points and red or yellow red cards as 25. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 35 booking points.

6.1.25. Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.

6.1.26. Cards for non-players (already substituted players, managers, players on bench) are not considered.

6.1.27. If the match format was changed sportsbook reserves the right to void all bets.

6.1.28. If a friendly match ended by referee decision earlier than 80 minutes.

6.1.29. If a friendly match ended by referee decision earlier than 80 minutes

6.1.30. All soccer player props bets are settled using the information provided by OPTA (<https://soccerstats.info/>)

6.1.31. Player Props definition

6.1.31.1. Goal/Own Goal

Different governing bodies have different rules, and where possible Opta works with the relevant people to reflect their official decisions on goal scorers.

Regarding deflections, normally a goal is awarded if the original attempt is on target. An own goal is usually awarded if the attempt is off target and deflected into the goal by an opponent.

6.1.31.2. Shots

A shot target is defined as any clear attempt to score 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).
- 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.

6.1.31.3. Shots on goal - 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.

6.1.31.4. 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.

6.1.31.5. Tackle

A 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.

- A tackle won is deemed to be where the tackler or one of his team-mates regains possession as a result of the challenge, or that the ball goes out of play and is "safe".
- A tackle lost is where a tackle is made but the ball goes to an opposition player.

Both are deemed as successful tackles however, the outcome of the tackle (won or lost) is different based on where the ball goes after the tackle.

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

## 6.2. Tennis

6.2.1. In case of a retirement and walk over of any player all undecided bets are considered void.

6.2.2. In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

6.2.3. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

6.2.4. In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

6.2.5. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.2.6. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.2.7. If a player retires all undecided markets are considered void.

6.2.8. If a match is decided by a Match tie-break then it will be considered to be the 3rd set

6.2.9. Every tie-break or Match tie-break counts as 1 game

## 6.3. Basketball

6.3.1. Markets do not consider overtime unless otherwise stated.

6.3.2. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.3.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.3.4. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

6.3.5. If a match ends before the Xth is reached, this market is considered void (cancelled). Who scores Xth point? (incl. ot), Which team will win race to x points? (incl. OT).

6.3.6. Market (Will there be overtime?) will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether or not overtime is played.

## 6.4. American Football

6.4.1. In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

6.4.2. Markets do not consider overtime unless otherwise stated.

6.4.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.4.4. If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.

6.4.5. If a wrong score is displayed we reserve the right to void betting for this timeframe

6.4.6. In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

6.4.7. If the teams are displayed incorrectly, we reserve the right to void betting

6.4.8. All offered players are considered as runners.

6.4.9. If no further touchdown is scored, the market (Next touchdown scorer (incl. overtime)) will be voided.

6.4.10. Players which are not listed are considered as "Competitor 1 other player" or "Competitor2 other player" for settlement purposes. Note this does not include players which are listed without an active price.

6.4.11. Players of the Defense- or Special team are considered as "Competitor1 d/st player" or "Competitor2 d/st player" for settlement purposes, even if the player is listed as dedicated outcome.

6.4.12. Market will be settled based on TV insert and statistics provided by official associations unless there is clear evidence that statistics are not correct.

## 6.5. Ice Hockey

6.5.1. All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.

6.5.2. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout

6.5.3. If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.

6.5.4. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.5.5. If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.

## 6.6. Baseball

6.6.1. If an inning ends before the Xth point is reached (incl. extra innings), this market (Which team wins race to x points?, Who scores the Xth point (incl. ot)) is considered void (cancelled).

6.6.2. Market (When will the match be decided?) will be settled as "Any extra inning" if at the end of regular time (After a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played

6.6.3. Market (Will there be overtime?) will be settled as "Yes" if at the end of regular time (After full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played

6.6.4. Possible extra innings are not considered in any market unless otherwise stated.

6.6.5. All markets will be cleared according the final result after 9 innings (8 1/2 innings if home team is leading at this point)

6.6.6. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void.

6.6.7. If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, we reserve the right to void betting.

## 6.7. Handball

6.7.1. If a match ends before the Xth is reached, this market (Who scores Xth point? (incl. ot)) is considered void (cancelled)

6.7.2. If a match ends before the Xth is reached, this market (Which team will win race to x points? (incl. ot)) is considered void (cancelled).

6.7.3. All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.

6.7.4. If the match goes to a 7-metre shootout; the markets "Who scores Xth point?" and "Which team will win race to X points?" will be voided.

6.7.5. If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

6.7.6. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

## 6.8. Volleyball

6.8.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

6.8.2. In the case of a match not being finished all undecided markets are considered void.

6.8.3. Golden set is not considered in any of the mentioned markets

6.8.4. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.8.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## 6.9. Beach Volleyball

6.9.1. if a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

6.9.2. In the case of a match not being finished all undecided markets are considered void.

6.9.3. Golden set is not considered in any of the mentioned markets

6.9.4. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.9.5. If a team retires all undecided markets are considered void.

6.9.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## 6.10. Futsal

6.10.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

6.10.2. If a match is interrupted and continued within 48h after initial kick-off date, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

6.10.3. If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

6.10.4. If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

6.10.5. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.10.6 If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

6.10.7. If the team names or category are displayed incorrectly, we reserve the right to void betting.

## 6.11. Badminton

6.11.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in [Nth] set) is considered void (cancelled)

6.11.2. In the case of a match not being finished, all undecided markets are considered void.

6.11.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.11.4. If a team retires all undecided markets are considered void.

6.11.5. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.11.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## 6.12. Rugby Union and Rugby League

6.12.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

6.12.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

6.12.3. If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

6.12.4. If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

6.12.5. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.12.6. If the team names or category are displayed incorrectly, we reserve the right to void betting.

## 6.13. Rugby Sevens

6.13.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

6.13.2. Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death

6.13.3. If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

6.13.4. If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

6.13.5. If odds were offered with an incorrect match time (more than 1 minute), we reserve the right to void betting.<sup>1</sup>

6.13.6. If the team names or categories are displayed incorrectly, we reserve the right to void betting.

## 6.14. Darts

6.14.1. In the case of a match not being finished all undecided markets are considered void.

6.14.2. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.14.3. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.14.4. If a match is not completed all undecided markets are considered void.

6.14.5. Bullseye counts as red check out colour.

## 6.15. Snooker

6.15.1. In the case of a retirement of a player or disqualification all undecided markets are considered void.

6.15.2. In case of a re-rack settlement stays if the outcome was determined before the re-rack

6.15.3. No fouls or free balls are considered for settlement of any Potted- Colour market

6.15.4. In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined

6.15.5. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.15.6. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.15.7. If a match is not completed all undecided markets are considered void.

## 6.16. Table Tennis

6.16.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled).

6.16.2. In the case of a match not being finished all undecided markets are considered void.

6.16.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.16.4. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.16.5. If a player retires all undecided markets are considered void.

6.16.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## 6.17. Bowls

6.17.1. If a set ends before the Xth point is reached, this market (Xth set - which team wins race to x points, Xth set - which team scores Xth point) is considered void (cancelled)

6.17.2. In case of a retirement and walk over of any player all undecided bets are considered void.

6.17.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.17.4. If the players/teams are displayed incorrectly, we reserve the right to void betting.

## 6.18. Cricket

### 6.18.1. Match Betting

Description: Who will win the match?

Rules: All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result.

If there is no official result, all bets will be void.

In the case of a tie, if the official competition rules do not determine a winner then deadheat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.

In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.

If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.

If a match is cancelled then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

### 6.18.2. Double Chance

Description: Will the match result be either of the three options given?

Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules.

If there is no official result, all bets will be void.

#### 6.18.3. Match Betting: Draw No Bet

Description: Who will win the match given that all bets will be void if the match is a draw?

Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

#### 6.18.4. Tied Match

Description: Will the match be tied?

Rules: All bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

#### 6.18.5. Most Fours

Description: Which team will hit the most fours?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

In First Class games, only first innings fours will count.

#### 6.18.6. Most Sixes

Description: Which team will hit the most sixes?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.

Sixes scored in a super over do not count.

In First Class games, only first innings sixes will count.

#### 6.18.7. Most Extras

Description: Which team will have the most extras added to their batting score?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

Extras in a super over do not count.

In First Class games, only first innings extras will count.

#### 6.18.8. Most Run Outs Conceded

Description: Which team will concede the most run outs in the match?

Rules: A run out "conceded" means that a member of that team will be run out while batting.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Run Outs in a super over do not count.

In First Class games, only first innings run outs will count.

#### 6.18.9. Highest First Over

Description: Which team will score the most runs in the first over of their innings?

Rules: The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined before the reduction.

In First Class matches the market refers only to each team's first innings.

Extras and penalty runs in the particular over count towards settlement.

#### 6.18.10. Most Runs in Groups of Overs

Description: Which team will score the most runs after the first specified number overs of their innings?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In First Class matches the market refers only to each team's first innings.

#### 6.18.11. Highest First Partnership

Description: Which team will score the most runs before losing their first wicket?

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

In First Class matches the market refers only to each team's first innings.

#### 6.18.12. Match Markets Match Fours

Description: How many fours will be in hit in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

#### 6.18.13. Match Sixes

Description: How many sixes will be hit in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

#### 6.18.14. Match Extras

Description: How many extras will be scored in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

Extras in a super over do not count.

#### 6.18.15. Match Run Outs

Description: How many run outs will there be in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Run outs in a super over do not count.

Maximum Over in Match Description: How many runs will be scored in the highest scoring over of the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All runs, including extras, count towards settlement.

Super overs do not count.

#### 6.18.16. Match Top Batsman

Description: Which batsman will score the most runs in the match?

Rules: The result of this market is determined on the batsman with the highest individual score in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.

If a substitute (concussion, or otherwise) not named in the original XI scores the highest individual score in the team's innings, bets on the market will be void.

When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

#### 6.18.17. Match Top Bowler

Description: Which bowler will take the most wickets in the match?

Rules: The result of this market is determined on the bowler with the most wickets in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a substitute (concussion, or otherwise) not named in the original XI takes the most wickets, bets on the market will be void.

If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

If no bowlers take a wicket in an innings then all bets will be void.

#### 6.18.18. Man of the Match

Description: Who will be named man of the match?

Rules: Bets will be settled on the officially declared man of the match. Dead-heat rules apply.

If no man of the match is officially declared then all bets will be void.

#### 6.18.19. Delivery Markets Runs off Delivery

Description: How many runs will be scored off the specified delivery?

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery.

For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.

If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.

All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

#### 6.18.20. Exact Runs off Delivery

Description: Exactly how many runs will be scored off the specified delivery?

Rules: As "Runs off Delivery".

#### 6.18.21. Over Markets Runs in Over

Description: How many runs will be scored in the specified over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Extras and penalty runs in the particular over count towards settlement.

#### 6.18.22. Boundary in Over

Description: Will there be a boundary scored in the specified over?

Rules: As "Runs in Over". Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

#### 6.18.23. Wicket in Over Description: Will a wicket fall in the specified over?

Rules: As "Runs in Over".

For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

#### 6.18.24. Over Odd/Even

Description: Will the number of runs scored in the specified over be odd or even?

Rules: As "Runs in Over". Zero will be deemed to be an even number.

#### 6.18.25. Group Markets Runs in Groups of Overs

Description: How many runs will be scored in the specified number of overs?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction.

#### 6.18.26. Wickets in Groups of Overs

Description: How many wickets will fall in the specified number of overs?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined.

For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

#### 6.18.27. Runs in Session

Description: How many runs will be scored in the specified session?

Rules: The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.

If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

#### 6.18.28. Innings Markets Innings Runs

Description: How many runs will a team score in a specified innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

#### 6.18.29. Innings Wickets

Description: How many wickets will the batting team lose in the current innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Retired hurt does not count as a dismissal.

#### 6.18.30. Innings Fours

Description: How many fours will the batting team hit in their current innings?

Rules: Same as Most Fours.

#### 6.18.31. Innings Sixes

Description: How many sixes will the batting team hit in their current innings?

Rules: Same as Most Sixes.

#### 6.18.32. Innings Extras

Description: How many extras will be added to the named team's batting innings?

Rules: Same as Most Extras.

#### 6.18.33. Innings Run Outs

Description: How many run outs will be conceded in the innings?

Rules: Same as Most Extras.

#### 6.18.34. Maximum Over in Innings

Description: How many runs will be scored off the highest scoring over of the current innings?

Rules: Same as Maximum Over in Match

#### 6.18.35. Innings Runs, Odd or Even?

Description: Will the total innings runs be odd or even?

Rules: If the innings is abandoned, forfeited or there is no official result, all bets will be void.

#### 6.18.36. Innings to finish with a Boundary

Description: Will the last ball of the innings be a boundary?

Rules: Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. If the match is abandoned or there is no official result, all bets will be void.

#### 6.18.37. Exact Runs in Innings

Description: How many runs exactly will the team batting in the final innings score?

Rules: Bets will be settled according to the official result.

In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

If the match is abandoned or there is no official result, all bets will be void.

#### 6.18.38. Top Batsman in Innings

Description: Which batsman will score the most runs for the named team?

Rules: The result of this market is determined on the batsman with the highest individual score in a team's innings.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.

If a substitute (concussion, or otherwise) not named in the original XI scores the highest individual score in the team's innings, bets on the market will be void.

When two or more players score the same number of runs, in the innings dead-heat rules will apply.

Runs scored in a super over do not count.

#### 6.18.39. Top Bowler in Innings

Description: Which bowler will take the most wickets for the named team?

Rules: The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a substitute (concussion, or otherwise) not named in the original XI takes the most wickets, bets on the market will be void.

If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

If no bowlers take a wicket in an innings then all bets will be void.

#### 6.18.40. Last Man Standing

Description: Which batsman will be not out upon completion of the innings?

Rules: If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batsman to face a delivery (legal or not).

Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void.

In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

#### 6.18.41. Batsmen Markets Batsman Runs

Description: How many runs will the named batsman score?

Rules: If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

Runs scored in a super over do not count.

#### 6.18.42. Combined Batsman Runs

Description: How many total runs will the named batsmen score?

Rules: As "Batsman Runs", and if any of the named batsmen do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

#### 6.18.43. Batsman Fours

Description: How many fours will the named batsman hit?

Rules: If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the

final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

#### 6.18.44. Batsman Sixes

Description: How many sixes will the named batsman hit?

Rules: If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

#### 6.18.45. Batsman Milestones

Description: Will the named batsman reach the specified milestone?

Rules: As "Batsman Runs". Method of Dismissal Description: How will the named batsman be out?

Rules: If the specified batsman is not out, all bets will be void. If the specified batsman retires, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand.

#### 6.18.46. Partnership Markets Fall of Next Wicket

Description: How many runs will the batting team have scored when the next wicket falls?

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.

For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

#### 6.18.47. Next Man Out

Description: Which batsman will be the next to be dismissed?

Rules: If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void. If no more wickets fall, all bets will be void.

#### 6.18.48. Batsman Match Bet

Description: Which batsman in the current partnership will score the most runs in this innings?

Rules: Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the "Batsman Runs" section above.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

#### 6.18.49. Method of Next Wicket Dismissal

Description: How will the next batsman be out?

Rules: The result will be determined by the dismissal method of the next wicket that falls. A batsman retiring hurt does not count as a wicket. If a batsman is retired out, all bets will be void.

If the specified wicket does not fall, all bets will be void.

#### 6.18.50. Player Markets Batsman Matchbet

Description: Which of the named players will score the most runs?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat all bets are still settled.

Runs scored in a super over do not count.

#### 6.18.51. Bowler Matchbet

Description: Which of the named players will take the most wickets?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bowl all bets are still settled.

Wickets taken in a super over do not count.

#### 6.18.52. All-Rounder Matchbet

Description: Which of the named players will score the most points in the player performance scoring system?

Rules: Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl then all bets are still settled.

Points scored in a super over do not count.

#### 6.18.53. Keeper Matchbet

Description: Which of the named wicket keepers score more points in the player performance scoring system?

Rules: Points are scored as above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

Points scored in a super over do not count.

#### 6.18.54. Pop Up Markets Free Hit

Description: How many team runs will be scored off the free hit delivery?

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count.

Extras and penalty runs will count towards settlement.

For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

#### 6.18.55. Race to 'X' Runs

Description: Which batsman will reach the specified number of runs first?

Rules: All bets stand, regardless of any curtailment.

If neither batsman reaches the specified number of runs the markets will be settled as 'Neither'.

#### 6.18.56. Next to Hit Six

Description: Which batsman will hit the next six?

Rules: All bets stand, regardless of any curtailment. If neither batsman scores a six after the bet is offered, then the market will be settled as 'Neither'.

Overthrows and extras do not count.

#### 6.18.57. Next to Take a Wicket

Description: Which bowler will take the next wicket in this innings?

Rules: All bets stand, regardless of any curtailment. If none of the named bowlers take a wicket the market will be settled as 'None of the above'.

For settlement purposes, a batsman retiring hurt does not count as a wicket. Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

#### 6.18.58. Winning Over

Description: In which over of the named team's innings will the match be completed?

Rules: All bets will be void if there is no official result.

In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

#### 6.18.59. One-sided Markets Both Teams to Score 'X' Runs

Description: Will both teams score the specified number of runs?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in both innings at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

#### 6.18.60. Either Batsman Method of Dismissal

Description: Will either of the named batsmen be dismissed in the specified method?

Rules: All bets will settle, regardless of whether either batsman remains not out, or retired hurt, at the end of the innings.

#### 6.18.61. Both Batsmen Method of Dismissal

Description: Will both of the named batsmen be dismissed in the specified method?

Rules: As "Either Batsman Method of Dismissal".

#### 6.18.62. Runs off Consecutive Deliveries

Description: How many runs will be scored off each of the specified deliveries?

Rules: As "Runs off Delivery" except the specified number of runs must be scored off both named deliveries.

#### 6.18.63. Wicket off Delivery

Description: Will a wicket fall in the specified delivery?

Rules: The specified delivery must be completed for bets to stand.

For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

#### 6.18.64. Both Batsmen to Score 'X' Runs in Over

Description: Will both batsmen score the specified number of runs in the over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Runs must be scored off the bat to count towards settlement.

Bets will settle regardless of whether or not either of the specified batsmen are dismissed or retired hurt before the over commences.

#### 6.18.65. Both Batsmen to Score a Boundary in Over

Description: Will both batsmen score a boundary in the over?

Rules: As "Both Batsmen to Score 'X' Runs in Over". Both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

#### 6.18.66. Both a Four and a Six to be Scored in an Over

Description: Will both a four and a six be scored in the over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void.

Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

#### 6.18.67. Batsman and Bowler Combo Milestones

Description: Will the named batsman, and the named bowler, reach their specified milestones?

Rules: For batsman – same as "Batsman Runs". In first class games, only runs scored in the first innings will count. If a batsman is not in the starting XI, or substituted in, bets will be void.

For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. If a bowler is not in the starting XI, or substituted in, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed. In First Class games, only first innings wickets will count and runs. Wickets and runs scored in a super over do not count.

#### 6.18.68. Batsmen Combo Milestones

Description: Will both the batsmen reach their specified milestones?

Rules: Same as "Combined Batsman Runs".

#### 6.18.69. Notes for all Markets

Players sent off/retired out A player being sent off is viewed as retired out, so will be settled as a wicket.

Concussion substitutions When a player leaves the field as a concussion substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the

player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match.

Penalty runs after the conclusion of an innings Penalty runs added to a team's total after the start of the other team's innings will not count towards settlement of markets in the previous innings.

## 6.19. Squash

6.19.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

6.19.2. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.19.3. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.19.4. If a player retires, forfeits the match or is disqualified all undecided markets are considered void

6.19.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.19.6. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

## 6.20. Aussie Rules

6.20.1. All markets exclude overtime unless otherwise stated

6.20.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

6.20.3. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.20.4. If the team names or category are displayed incorrectly, we reserve the right to void betting

## 6.21. Counter-Strike: Global Offensive

6.21.1. If no bomb is planted, market ([mapNr!] Map [roundNr!] Round - Bomb defused) will be considered void

6.21.2. Markets do not consider overtime unless otherwise stated.

6.21.3. Markets will be settled based on officially published results.

6.21.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.21.5. In case of a walkover or retirement, all undecided markets are void.

6.21.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.21.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

## 6.22. Dota 2

6.22.1. Xth map – 1st aegis: Settlement is determined by the team which picks up the Aegis of the Immortal, and not who slays Roshan

6.22.2. Xth map – 1st tower and Xth map – 1st barracks: For settlement purposes every method of tower destruction will be taken into account (Opponent & Creep destroy; destroy by Deny)

6.22.3. Markets will be settled based on officially published results.

6.22.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.22.5. In case of a walkover or retirement, all undecided markets are void.

6.22.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.22.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

## 6.23. League of Legends

6.23.1. Xth map – 1st inhibitor and Xth map – 1st tower: For settlement purposes every method of destruction will be taken into account

6.23.2. Markets do not consider overtime unless otherwise stated.

6.23.3. Markets will be settled based on officially published results.

6.23.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.23.5. In case of a walkover or retirement, all undecided markets are void.

6.23.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.23.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

## 6.24. eSports FIFA

6.24.1. eSports Battle match duration - 2x4 minutes.

6.24.2. Liga Pro EFootball match duration - 2x6 minutes.

6.24.3. All Markets will be settled as set out in the General and Soccer Market Rules.

## 6.25. eSports NBA2K

6.25.1. Match duration – 4x5 minutes. This includes overtime.

6.25.2. All Markets will be settled as set out in the General and Basketball Market Rules.

# 7. Virtual Sports

## 7.1. Virtual Football

7.1.1. The Virtual Football Modes provide 24/7/365 real money betting experience on virtual football. Competitions are generated continuously and bets can be placed at any time, even within a season.

7.1.2. Game structure

Each mode has a different tournament structure:

Virtual Football League Mode VFLM:

- 16 Teams
- Home & away matches
- 30 match days
- 8 concurrent matches per match day
- 240 matches per season Group Stage

Virtual Football World Cup VFWC:

- 32 Teams (8 groups of 4 teams per group)
- 12 match day chunks (3 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 48 matches per group stage
- Knock-Out-Stage
- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
- 2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out-stage.

## 7.2. Virtual Basketball

7.2.1. The VBL provides 24/7/365 real money betting experience on virtual basketball. The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time – even within a season.

### 7.2.2. Season Details.

For the online version one season lasts 106:30 minutes in total, separated into a 'Pre-League' period, a 'Match day Loop', and a 'Post league' period. The 'Pre-League' period runs prior to the start of a season and lasts 60 seconds. All match days are summarized as the 'Match day Loop' period with a total duration of 105:00 minutes. At the end of every season there is a 30 second 'Post Season' period.

7.2.3. Betting on a VBL match is allowed up to 10 seconds before tip-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section.

### 7.3. Virtual horses.

7.3.1. The VHK provides 24/7/365 real money betting experience on virtual horse races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on all future races of the current race days at any time.

7.3.2. Races are generated continuously - a new one will be started as soon as the current one has finished. Betting is possible in the next 10 upcoming races.:

- 2 minutes total event cycle
- 40 seconds betting phase,
- 65 seconds event phase,
- 15 seconds results phase
- 2 grass and 1 dirt track with a 1000m race randomly scheduled
- 8, 10, 12, 14 runners randomly assigned

### 7.3.3. Markets

- Win - select the runner which will finish first
- Place - select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners)
- Forecast (Correct Order) - select the runners that will finish 1st and 2nd in the correct order (exacta)
- Forecast (Any Order) - select the runners that will finish 1st and 2nd in any order (quinella)
- Tricast (Correct Order) - select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta)
- Tricast (Any Order) - select the runners that will finish 1st, 2nd and 3rd in any order (trio)

## 7.4. Virtual Dogs

7.4.1. The VDK provides 24/7/365 real money betting experience on virtual dog races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on the ten future races at any time.

7.4.2. Game information. Races are generated continuously - a new one will be started as soon as the current one has finished.

- 2 minute total event cycle
- 37 seconds or 67 seconds betting phase,
- 38 seconds or 68 seconds event phase,
- 15 seconds results phase
- night and day track with distance 360m and 720m randomly scheduled
- 6 or 8 runners randomly assigned

### 7.4.3. Markets

- Win - select the runner which will finish first
- Place - select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners)
- Forecast (Correct Order) - select the runners that will finish 1st and 2nd in the correct order (exacta)
- Forecast (Any Order) - select the runners that will finish 1st and 2nd in any order (quinella)
- Tricast (Correct Order) - select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta)
- Tricast (Any Order) - select the runners that will finish 1st, 2nd and 3rd in any order (trio)

## 8. Bonuses

### 8.1. Comboboost

#### 8.1.1.

Selections	Multiplier
2	1.01
3	1.02
4	1.04

5	1.05
6	1.07
7	1.1
8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85
20	2

8.1.2. The final bonus amount calculation is based on the final odds of the Combo once all outcomes are settled.

8.1.3. Cashed Out bets are not eligible to have a Combo boost.

8.1.4. Operator reserves the right to amend, cancel, reclaim or refuse any promotion at its own discretion.

8.1.5. Combo boost is only available on selections with odds of 1.50 or above.

## 8.2. Bet refund, freemoney, no risk bet.

8.2.1. Bet refund - player get just a winning part of the bet. For example, freebet5 on odd 3.5 player get on account  $5 \times 3.5 - 5 = 12.5$

8.2.2. Freemoney - player gets a stake and winning a part on the account. For example, freebet 5 on the odd 3.5 the player get on account  $5 \times 3.5 = 17.50$

8.2.3. No risk bet - usual bet, but if player loses he get back his money on account

Type of Freebet	Refund or Voided	Half Lost	Half Win
Bet refund	count as a lost bet	count as a lost bet	as a usual bet, but without the stake $(2.5 \times 3.5 + 2.5 \times 1) - 5 = 6.25$
Free Money	the player gets stake amount on his account	as a usual bet	as a usual bet
No Risk Bet	as a usual bet	the player gets stake amount on his account	as a usual bet

## 9. Betby Games Rules

### 9.1. General Rules.

9.1.1. Sportsbook platform reserves the right to cancel any bet made on obviously "bad" odds, switched odds or a bet made after an event has started or match was affected by obvious technical problems.

9.1.2. All bets will be settled, when outcome of the market is decided.

### 9.2. FIFA

9.2.1. Match duration – 2x6 minutes. This includes injury time but does not include extra time or penalty shootouts.

9.2.2. All Markets will be settled as set out in the General Market Rules.

### 9.3. NBA 2K

9.3.1. Match duration – 4x6 minutes. This includes overtime.

9.3.2. All Markets will be settled as set out in the General and Basketball Market Rules.

## 9.4. eTennis

9.4.1. The winner of match is the first player to win 2 sets.

9.4.2. Player must win 3 games to win a set. If the score is tied at 2-2, then a player can win 4-2, or if players are still tied at 3-3 then the set is decided by a tie-break.

9.4.3. The winner of tie-break is the first player to win 5 points with minimum 2 points difference. If the score is tied at 5-5, the player can win 7-5, 8-6, 9-7, etc.

## 9.5. Rocket League

9.5.1. Match duration – 5 minutes. This doesn't include overtime.

9.5.2. All Markets will be settled as set out in the General Market Rules.

## 9.6. eFighting

9.6.1. The winner of the match is the character, who wins the fight.

9.6.2. Explanation of eFighting market terms.

Health Bar - Each character has 2 Health Bars. The second bar is active only after the first is completely spent.

First damage – first successful attack.

Clash – Situation in the fight, when both characters challenge each other in special occasions. to increase hit points. Both fighters can win the clash, but there can also be draw.

Supermove – Special move for each character, that occurs very rarely.

9.6.3. All markets will be settled according to the definitions above.