

ADDENDUM TO RULES OF BET ACCEPTANCE AND WINNINGS PAYOUT

MOSTBET SPORTSBOOK

MOSTBET – GENERAL RULES

1. The bookmaker's office accepts bets, makes wagers, and provides for determining the winnings by offering a list of events with specific odds.
2. The bookmaker's company reserves the right not to accept additional steps in respect of the same outcome or combination of outcomes from the participant.
3. The step is considered made after it is registered in Processing Center of the bookmaker's office, and an online confirmation is shown. Registered steps cannot be changed or cancelled.
4. The step amount cannot be greater than current balance of gambling establishment's tokens for current wager. Once a step is registered, the step amount is withdrawn from balance. After the step is calculated, the result is credited on wager participant's balance.
5. Steps may be made before the event starts; date and time of event start and other information displayed are an indication only. Should, for any reason, a step be made after the event starts, such step shall be deemed void. This rule does not apply to LIVE bets, i.e., steps made during the match. Such steps are considered valid until the end of the match. The steps made after the outcome of event in respect of which they are made is obtained are always deemed void.

Minimum and maximum step amount

1. Minimum step amount for any event is 10 points.
2. Maximum step result is 2 000 000 points. Maximum step amount is set by bookmaker's office individually for each event. Maximum step amount depends on specific sports and event type. If an Accumulator ("Express") or a System includes multiple events with varying maximum step limits, then the lowest of these limits is applied.
3. The bookmaker's office reserves the right to limit the maximum step amount for specific events, as well as to limit or increase the maximum step amount and/or odds for a specific wager Participant without giving a prior notice or stating the reasons.

Cancelled and void steps.

1. Should a step be cancelled or declared void, then the Single Bet wager (one single bet) is settled with odds of "1". Should a step that pertains to one or multiple events be cancelled in other wagers (Accumulator ("Express"), System, etc.), such events are settled with odds of "1".
2. Steps that were settled incorrectly (for example, due to input error) get re-settled. However, the steps made after an incorrectly settled step and before the time it was re-settled are deemed valid.
3. The result shall be cancelled if the Participant intentionally misleads the bookmaker's office representatives by presenting false information and/or claims as to bet acceptance, winnings payout, event result, or other information or claims of such nature.

4. The result shall be cancelled if the step is made in respect of a known outcome (the event has finished, but its result is not registered/updated in the system).
5. The bookmaker's office reserves the right to refuse to accept bets, make wagers, or accept tokens of gambling establishment (step) from any person without giving a reason.
6. If the bookmaker's office considers or suspects that an event was fixed, a step that pertains to such event or the wager as a whole can, at bookmaker's office discretion, be proclaimed void.
7. The participant's requests for payout of winnings is resolved in real time but may take up to 30 business days, provided there are no reasons that prevent its resolution.

TYPES OF WAGERS

Mostbet offers the following types of wagers:

1. Single Bet wager

A single step is a step that pertains to a specific outcome of event. Winnings for Single Bet wager are a product of bet amount and odds set for given selection.

2. Accumulator ("Express") wager

Accumulator ("Express") is a step in respect of multiple independent event outcomes. Winnings for Express are a product of bet amount and odds of all selections included in the Express. Should any selection in Express be lost, the whole Express loses.

3. System wager

System is a step in respect of a complete enumeration of all Expresses with the same number of selections for pre-selected set of events. Maximum number of selections in the System is 924. Maximum number of events in the System is 12.

Winnings for the System are a product of results of all Expresses included in the System.

4. System+ wager

System+ is a prediction of the entire sequence of events that are part of the wager provided that these Rules are observed. The wager may include multiple Singles, Expresses, and Systems. Participant can make a selection provided they have enough tokens of gambling establishment. Each selection is a step.

Limits for specific event outcomes

An Express may include only mutually independent selections. Should two or more dependent selections be included in an Express or System, the selections with lower odds get excluded from such Express or System. Dependent selections (mutually dependent events, related contingencies) are selections where the result of one part of the step affects the result of another part of the step.

Steps on "Team to Score Penalty Yes/No" market are considered lost (step result is 0) if there was no penalty awarded during regular time.

Steps on "Way To Score", "Next Goal" markets are considered lost (step result is 0) if the goal in the step was not scored.

Making steps during the match (LIVE Bets)

1. LIVE bets can be placed on standard and additional markets. LIVE bets can be placed as Singles or included in Expresses.
2. The step is considered accepted after it is registered in Processing Center, and an online confirmation is shown. Once a step is made, it cannot be altered. Alterations are allowed only in specific cases covered in this Addendum.
3. In addition, LIVE bets can be settled with odds of "1" under certain circumstances described in Specific Sports Rules section.
4. Bookmaker's office assumes no liability for any inaccuracies in results of current matches on which LIVE bets are accepted. Wager Participants should use other, independent sources of information.
5. LIVE bets cannot be edited or deleted.

LIMITS FOR SPECIFIC EVENT OUTCOMES

1. An Express may include only mutually independent selections. Should two or more dependent selections be included in an Express or System, the selections with lower odds get excluded from such Express or System.
2. Dependent selections (mutually dependent events, related contingencies) are selections where the result of one part of the step affects the result of another part of the step.
3. Steps on "Team to Score Penalty Yes/No" market are considered lost (step result is 0) if there was no penalty awarded during regular time.
4. Steps on "How the goal will be scored", "Next Goal" markets are considered lost (step result is 0) if the goal in the step was not scored.

MATCH RESULTS, START DATE AND TIME, DISPUTE RESOLUTION

1. Result of steps can be reconsidered in case there are technical errors on bookmaker's side.
2. Steps are settled based on actual start time of the event, which time is determined based on official documentation of the organization holding such event or, should there be no documents of the sort, based on information published on official websites of sports federations, clubs, or other sources of sports information.
3. Bookmaker's office assumes no liability for any discrepancies in indicated and actual event start date and time. The date and time are an indication only and are not guaranteed to be correct. Steps are settled based on actual start time of the event, which time is determined based on official documentation of the organization holding such event.
4. Bookmaker's office assumes no liability for any inaccuracies in names of the leagues and championships, as well as for inaccuracies in match (sports event) duration. Data displayed for PRE-MATCH and LIVE bets are an indication only and are not guaranteed to be correct. Wager Participants should use other, independent sources of information to verify event information.
5. Claims regarding event results can be filed within 10 calendar days from the date the event was finished, together with official documentation reflecting the event result issued by the organization holding the event in question.

6. Steps made after the event starts are settled with odds of "1" (except for LIVE bets); if such selection is a part of Accumulator ("Express"), the odds for it are deemed as equal to "1".
7. If a wager participant makes a step that pertains to event, the result of which was known to them, such step shall be cancelled. In this case the bookmaker's office makes a ruling following an internal investigation. All settlements in respect of such step shall be temporarily withheld.
8. **PRE-MATCH** Should a match or event be postponed or re-scheduled for more than 48 hours, all steps shall be declared void. However, the bookmaker's company may, at its own discretion and in order to avoid disputes, opt to keep the steps valid event if the event is postponed or re-scheduled for more than 48 hours
9. The event is deemed postponed or re-scheduled if its planned official start time gets changed.
10. **LIVE BETS.** If a match or competition gets abandoned and then resumed within 5 hours of its start time, all steps will stand. If an abandoned match or competition does not resume within 5 hours of its start time, then the steps are settled with odds of "1", unless the step has already been resulted by that point. This rule does not apply to events that can end in more than 5 hours according to the competition rules.
11. If a match is not finished and proclaimed not having been held, the outcomes that were identified to the point of termination (for example, 1st Half, First Goal, etc.) are still used for step settlement. All other steps are settled with odds of "1".
12. If a competitor withdraws before the event starts, all steps pertaining to such competitor will be void.
13. If a competitor is out of the competition during play (injury, retires, etc.), then all steps made before the start of last round or stage in which the competitor participated will stand, and all other steps will be proclaimed void.
14. If a competitor retires from a tennis match, the steps will be settled as provided for in Section 15 of these Rules.
15. If a competitor or team player (in football, hockey, etc.) did not participate in the match, the steps will be settled with odds of "1", unless stated otherwise.
16. If a tennis player was disqualified before the start of the match, the steps will be settled with odds of "1", except for steps pertaining to player's result in the competition. If a tennis game is abandoned, not finished at the same date and postponed, steps made shall stand until the tournament in which such game was held is over, until the game is resumed or until any player retires from the game.
17. If an event (match, competition, or fight) is listed with one pair of competitors (teams, individuals) and the listing of the pair of competitors gets changed, then steps pertaining to such event will be proclaimed void.
18. In team sports, should there be a substitution of one or more team members for any reason, the steps pertaining to outcome of the match shall remain standing.
19. In a doubles match, should there be a substitution of one or more competitors, the steps will be settled at odds of "1"; if there is no line-up listed, the steps remain standing.
20. If a notion of Home and Away team is used in a competition and an event gets assigned to –
 - a neutral venue, then the steps remain standing;

- the competitor's venue, then the steps remain standing.
21. If the notion of Home and Away team are not applicable to the sports (for example, Singles and Doubles), and the venue gets changed, all steps remain standing.
 22. Teams of NBA, NHL, AHL, CHL, OHL, WHL, ECHL may be listed in either direct (Home – Away) or reverse order. Should the listing be reverse, the steps are not voided.
 23. If the venue gets changed in friendly matches and competitions, all steps in respect of such event remain standing.
 24. Should more than one team/competitor be proclaimed a winner, the results of steps in respect of such teams/competitors get divided proportionally. For example, if two competitors are proclaimed winners, then the odds in steps in respect of such winners get divided by two.
 25. Specific sports or circumstances not covered in detail follow the general rules of Mostbet sportsbook.
 26. The bookmaker's office reserves the right to make a final decision in case of unprecedented disputes.
 27. Should there be discrepancies between multiple data sources (date, time, result, team name), the bookmaker's office freezes the step settlement and payout until such discrepancies are investigated. If the result of event published on official website differs from the television broadcast, the bookmaker's company reserves the right to settle such step based on television broadcast.
 28. Should there be an error in software that displays odds, and the bookmaker's company admits such error, all steps in respect of such events shall be settled with odds of "1".
 29. Should the initial result of a completed event be reviewed for any reason and one of the teams receives a default loss (cancellation does not count), then the steps shall be settled according to initial (actual) result. The actual result is the result proclaimed based on official protocols and other official sources of information upon the event completion.
 30. Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE bets are an indication only and are not guaranteed to be correct. Consult the official sources for game information.

SPORTS-SPECIFIC RULES

AFL (AUSTRALIAN FOOTBALL)

Steps are made in respect of:

- Full Time, 80 minutes of play (4 20-minute quarters or 2 40-minute periods);
- Full Time with Overtime ("OT").

Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE bets are an indication only and are not guaranteed to be correct. Consult the official sources for game information.

1. If a match is abandoned prior to 80 minutes of play, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
2. Should the venue be changed, the steps made in respect of this game shall remain standing provided that the home team is still deemed as such.
3. **First Goalscorer.** If a player did not participate in the game or takes the field after the first goal had been scored, all steps in respect of such player are proclaimed void. Steps in respect of players who had been substituted or dismissed from the field before the first goal was scored are proclaimed lost. If the first goalscorer is a player not offered for selection, then all steps in respect of other players are considered lost except where "Any other player" selection is offered. If the game is abandoned before the first goal was scored, all steps are proclaimed void.
4. **Goal (6 points).** If the ball is kicked between the middle posts without touching another player then 6 points are awarded to attacking team.
5. **Behind (1 points).** If the ball is kicked between the behind posts, hits the post, passes the goal line or the behind line.
6. Steps in respect of The "Half-Time/Full-Time" are made on first half and the whole match.
7. If the match is abandoned and not resumed within 48 hours, the bookmaker's company reserves the right to deem the steps void.
8. If the team names are displayed incorrectly, the bookmaker's company reserves the right to deem the steps void.

AMERICAN FOOTBALL

1. Steps are made in respect of:
 - Full Time (60 minutes of play (4 15-minute quarters);
 - Full Time with Overtime ("OT").
2. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
3. The match is deemed to have been held if it has been played for at least 55 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.
4. For steps on "Who is higher (tournament results)" market, where both teams fail to qualify from a group, the teams are ranked based on their places in the group, and then based on their points.
5. "Highest/Lowest Scoring Quarter Total". If there are two or more quarters with the highest/lowest total, steps are not voided. In this case, calculation is made based on the total.
6. "Highest Scoring Quarter". If the highest scoring quarter cannot be defined (two or more quarters finished with the same result), steps in respect of such quarters shall be settled with odds of "1". Steps in respect of other quarters shall be deemed lost.
7. "Highest Scoring Half". If both halves finished with the same result, steps shall be settled with odds of "1".
8. If the match with overtime ended in a draw, then the Home and Away markets will be settled with odds of "1", and the Total and Handicap markets will be settled based on the match results.

9. If the team names are displayed incorrectly, the bookmaker's company reserves the right to deem the steps void.

BADMINTON, TABLE TENNIS, BEACH VOLLEYBALL

1. If a match is delayed or postponed for any reason, all steps shall remain standing until match completion (or tournament completion) or any competitor retires.
2. If a match is abandoned due to retirement or disqualification of a team in first set, then all steps will be settled with odds of "1", except for steps in respect of outcomes that have been obtained by the time of abandonment. In this case, steps in respect of who wins the match will be settled with odds of "1".
3. If the match is abandoned due to a team retiring or disqualification of team, steps in respect of match winner shall remain standing provided that **the first set is completed**. Otherwise, steps in respect of such event will be settled with odds of "1". A default loss is ruled to a competitor who retires or is disqualified.
4. If a match starts and is abandoned for any reason (for example, a competitor retires or is dismissed), and **more than two sets are completed**, then only the outcomes that have been obtained up to match abandonment (for example, win in first set, first set total, etc.) are used to settle the steps. All other steps are settled with odds of "1", except for steps in respect of match winner. The match winner is the team that advances to next round, or the winner of the tournament.
5. If there is a typo in competitor's name or initials (for example, B. Smith instead of C. Smith) the step shall not be voided and remain standing.
6. If the match is abandoned or postponed, and is not resumed within 48 hours of its original start time, the steps shall be proclaimed void.
7. Match Result. Should any of the listed competitors be substituted before the match, all steps shall be proclaimed void.
8. Handicaps and totals for these sports are indicated in points, except for expressively stated set handicaps and set totals.
9. Outright. Which competitor (team) will take the first place in the tournament. Should a competitor withdraw before the tournament starts, all steps in respect of them are settled with odds of "1".
10. Who progresses further? Which competitor of the two listed will progress further in the tournament. If both competitors have withdrawn from the tournament, the one who progressed to further stage shall be deemed winner; if both competitors withdraw at the same stage, the step will be settled with odds of "1". Should a competitor withdraw before the tournament starts, all steps in respect of them are settled with odds of "1".

BASKETBALL

1. Steps are made in respect of:
 - Full Time (48 minutes of play with 4 12-minute quarters OR 40 minutes of play with 4 10-minute quarters; or 2 20-minute halves in case of NCAA).
 - Full Time with Overtime ("OT").

2. If a match starts and is abandoned and not resumed within 48 hours, all steps in respect of this match shall be deemed void, except where step results have been already determined by the time of abandonment.
3. The match is deemed to have been held if it has been played for at least 35 minutes (for 40-minute matches) or at least 40 minutes (for 48-minute matches). In this case, steps will be settled based on results obtained by the time of abandonment.
4. In basketball, handicap and total markets with overtime ("OT") in respect of 4th quarter or 2nd half are settled without taking the overtime into account.
5. Teams of NBA may be listed in either direct (Home – Away) or reverse order. Listing in reverse order does not mean that the steps will be returned.
6. For steps on "Who is higher (tournament results)" market, where both teams fail to qualify from a group, the teams are ranked based on their places in the group, and then based on their points.
7. The wager participant should consult the official sources for information about the format of friendly basketball matches (cups, championships). If a friendly match ends in a draw, then all steps in respect of which team wins will be returned and settled with odds of "1", while all totals and handicaps will be settled based on obtained results.
8. In case of an overtime is played based on two-leg tie in cup matches, the overtime is taken into account only for steps in respect of which team advances to the next stage/league and outrights.
9. If a basketball match ends in a draw, steps "Will there be overtime? – Yes" are settled with positive result, and steps "Will there be overtime? – No" are lost.
10. The selections in **Halftime/Full Time** are indicated as Home/Away and Draw. The outcome of First Half is listed first, the outcome of the Match (excl. OT) is listed second. For example, Home/Away means that the home team wins the first half, and that the away team wins the match (excl. OT).
11. **"Highest/Lowest Scoring Quarter Total"**. If there are two or more quarters with the highest/lowest total, this does not constitute that bets will be returned. In this case, calculation is made based on the total (points scored during overtime do not count for 4th quarter).
12. **"Highest Scoring Quarter"**. If the highest scoring quarter cannot be defined (two or more quarters finished with the same result), steps in respect of such quarters shall be settled with odds of "1". Steps in respect of other quarters are deemed lost (points scored during overtime do not count for 4th quarter).
13. **"Highest Scoring Half"**. If both halves finished with the same result, steps shall be settled with odds of "1" (points scored during overtime do not count for 2nd half total).
14. **"Team to win both halves"**. (points scored during overtime do not count for 2nd half total).
 - The "Home Team to Win Both Halves – No" market will be settled with positive result should the Home Team lose at least in one half.
15. **Each Team to Score Over 72.5 – Yes**. The market will be settled with positive result if total of each team will be 73 or more points.
16. **Each Team to Score Over 72.5 – No**. The market will be settled with positive result if total of any team will be under the indicated number.

17. **Each Period Total Over 32.5 – Yes.** The market will be settled with positive result if total of each quarter will be 33 or more points.
18. **First Foul.** Which team will get the first foul (rules violation for illegal physical contact or unsporting conduct).
19. **First Rebound.** Which team will be first awarded with a rebound.
20. For **Rebounds, Turnovers** markets, only individual player stats are considered, team stats are not taken into account.
21. For **Which team wins race to X points?** markets (pre-match), the steps will be settled with odds of "1" if no team scores the number of points specified. For example, "Home team wins the race to 20 points". The score is 19-19. Step will be returned (settled with odds of "1").
22. The **"Quarter Score 2-0"** market will be settled with positive result if two quarters were taken by one team, and two quarters were drawn.
 - "Quarter Score 1-1". One team wins one quarter, another team wins another quarter, and two quarters are drawn.
23. **Quarter Score Handicap.** Example: Quarter Score, Away, -2.5. The final score is 81:102 (17:22, 26:25, 18:20, 20:35). The quarter score is 1:3 (0:1, 1:0, 0:1, 0:1). Step loses, as the score after the away team's handicap is 1:0.5.
24. In **Total of Drawn Quarters, Quarter Score Handicap, Quarter Score, Quarter Wins** markets, points scored in overtime do not count.
25. The "Any other. Away handicap in range from 0 to 10" market will be settled with positive result if the away team wins by no greater than 10 points.
26. For **% of two-pointers**", **"% of three-pointers"**, **"% of free throws"** markets, the percentage value is calculated based on data on official website, rounded up or down to the nearest whole number.
27. **Netball.** A variation of women's basketball (4 15-minute quarters). In this sports, steps are accepted in respect of both Full Time only and Full Time with Overtime ("OT").
28. **Basketball. Final standings. Who stands higher (NBA)?** Ranking criteria priority: stage at which team exited the tournament; place in conference; match win rate in regular season; point differential in regular season; points scored in regular season.
29. **Basketball. Final standings. Who stands higher (EuroLeague)?** Ranking criteria priority: stage at which team exited the tournament; place in Top 16; matches won in Top 16; point differential in Top 16; points scored in Top 16.

BASEBALL, SOFTBALL

1. Steps in respect of baseball matches are settled inclusive of extra innings, unless stated otherwise (Match Winner).
2. All steps in respect of the matches are settled inclusive of announced starting pitchers, if their names were indicated in the event. For the step to be standing, both announced pitchers must start the game and make at least one pitch. Should any of the announced pitchers fail to start the game for any reason, all steps in respect of such game are proclaimed void. If the starting pitcher names are not indicated, the steps are accepted irrespective of the starting pitchers.

3. The "Home" team is always the team that bats second, no matter the venue where the game is held.
4. All steps are settled based on official match result, inclusive of all extra innings (except for steps in respect of specific periods of the match).
5. The match is deemed to have been held if it has been played for at least 5 full innings or 4.5 innings. In case there have been less than 4.5 innings, the steps on the following markets will be settled normally: Steps in respect of match win, progress to next stage; Steps the results for which have been obtained by the time the match was abandoned. All other steps in respect of this match will be settled with odds of "1".
6. **PRE-MATCH.** If a baseball match failed to start at its indicated start time, and there is a confirmation as to the match postponed on the official website, then all steps in respect of this match will be settled with odds of "1".
7. **LIVE BETS.** If the match is suspended (interrupted) and resumed within 72 hours, all steps stand until the match ends. If the match is not completed within 72 hours, all steps that pertain to it are proclaimed void, except for outcomes that have been already obtained.
8. In case of even score in a baseball match (NPB, pre-season MLB, KBO) where the match is drawn, all Moneyline steps with Home/Away selections are settled with odds of "1".
9. Steps in respect of "Higher Scoring Player". Which player of the two listed will have a better score. If the score is even, steps shall be settled with odds of "1".
10. In pre-season MLB matches, if the score is even by the end of 9th inning, an extra, 10th inning is held. If no team wins in 10th inning, the game ends and Moneyline steps with Home/Away selection are settled with odds of "1".
11. Should any of the cancelled, postponed, abandoned matches in a game day be proclaimed not having been held (less than 5 innings have been played), steps in respect of Home/Away will be settled with odds of "1", except for markets where the outcomes has been obtained to that point.
12. **Softball.** A team game similar to baseball. A regulation game includes 7 innings. Extra innings a held in case of an even score. Step settlement principles are the same as in baseball.

BOXING

1. The fight starts with the sound of the opening bell for round one.
2. If the fight outcome cannot be determined or the fight is abandoned for any reason with no ruling as to the fight result, all steps are proclaimed void. If the fight result has been already obtained, the steps will be settled based on that result.
3. If the number of rounds gets changed, all steps in respect of the fight outcome will stand, and all steps in respect of the number of rounds will be settled with odds of "1".
4. **Fight duration.** Indicated as Round Total. The wager participant is to guess the number of rounds in a boxing fight. The round in which the fight outcome was decided (in which the fight ended) counts as well.
5. If a fighter does not come out for the next round after the bell, the fight is considered to have finished in the previous round.
6. **First (Second) Fighter to Win.** Indicated as "1" or "2", respectively, with following options:
 1. Win on decision;

2. Win by KO;
 3. Win by TKO;
 4. Win on technical decision;
 5. Competitor disqualified or retired.
7. **Draw.** Indicated as "X", ruled by decision of the judges based on competitor scores after the full number of scheduled rounds have been completed.
 8. **Win on decision.** Ruled by decision of the judges after the full number of scheduled rounds has been completed.
 9. **Early win.** Knockout, technical knockout, opponent disqualified or retires.
 10. **Second fighter to win in Round 3.** Steps of this type will be settled positively if the second fighter will be awarded an early win by knockout or technical decision in Round 3.
 11. **Fight to end in Rounds 10-12.** Steps of this type will be settled positively if a fighter will be awarded an early win by knockout or technical decision in Rounds 10, 11, or 12.

BIATHLON

1. **Who is higher?** Which competitor (team, in case of relay) of the two listed will rank higher in the final protocol. If both competitors withdraw or one of the competitors is a non-runner, steps will be settled with odds of "1". If one of competitors failed to finish, steps in respect of them will be lost.
2. **Missed shots.** The competitor's total number of missed shots in the race is considered. The wager participant is to guess which of the listed competitors will have more missed shots. In case of a handicapped value, the steps are settled with odds of "1". If a participant abandons the race before they get a chance to shoot on all ranges, steps are settled with odds of "1".
3. **Missed shots in relays.** Number of missed shots in relays is a total number of penalty laps and additional bullets used by the team.
4. **Who is higher among country?** The competitor of which country of the two listed countries will rank higher in the final protocol.
5. **Race winner.** The race winner is the competitor who took the 1st place according to the final protocol. If there are two or more winners, the steps are settled with odds of "1".
6. **Leader of 1st (2nd, etc.) stage.** Leader of the stage according to final protocol. If there are two or more winners of respective stage, the steps are settled with odds of "1".
7. Step example: Biathlon. Outright. Men. Pursuit race. 12.5 km. Hochfilzen 1–10 Place (08.12.2013 | 16:30) – Winner (Daniel Mesotitsch) – Yes" The slip will be settled with positive result if D. Mesotitsch will be in Top 10.
8. Step example: Extra Bullets. Sweden (13.12.2013 | 17:25) Total 7.5 – Under. The step will be settled with positive result is Swedish biathletes use 7 or less additional bullets in the race.
9. Step example: Winner's lead over 2nd place – 0-20 seconds – Yes. The step will be settled with positive result if the winners lead over the competitor who takes the 2nd place is 20 seconds or less.
10. Steps in respect of **IBU World Cup. Overall standings** will be settled based on the end of the season.

CYCLING

1. The start of the competition is the start of the first qualification round.
2. Steps in respect of contests between two competitors (individual or team). Both competitors must enter the competition for the steps to be valid.
 - If any competitor withdraws during the competition for any reason, their opponent is deemed winner.
 - If one or both competitors are non-runners, steps are settled with odds of "1".
 - If both drivers retire, the driver who completed more laps is deemed winner.
 - If both races withdraw at the same lap, steps are settled with odds of "1".
3. Who is higher? Which competitor (team) of the two listed will rank higher in the final protocol.
4. If multiple competitors have the same time in the final protocol, the higher-ranking driver will be deemed better.

WATER POLO

1. All steps are settled based on full time of the match (32 minutes of play, 4 8-minute periods).

Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE bets are an indication only and are not guaranteed to be correct. Consult the official sources for game information.
2. Extra periods and the 5-meter shot series are taken into account only for steps in respect of which team progresses to the next stage, outright steps, etc.
3. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
4. The match is deemed to have been held if it has been played for at least 30 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.

VOLLEYBALL

1. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
2. If a match is not completed, the outcomes that were identified to the point of termination are still used for step settlement. All other steps will be settled with odds of "1". If a set is completed while the match is not, all steps in respect of such set remain standing.
3. Steps in respect of CEV Cup and Challenge Cup are settled inclusive of the Golden Set (if this selection is available). The Golden Set is a set played to 15 points that is held in case the competitors have equal points at any stage of European Cup.
4. The Golden Set is not taken into account for said markets.
5. Handicaps and totals for volleyball matches are indicated in points, except for expressively stated set handicaps and set totals.
6. **Set score.** Selections are indicated by respective headers: 3:0, 3:1, etc.

7. For steps on **Who is higher (tournament results)** market, where both teams fail to qualify from a group, the teams are ranked based on their places in the group, and then based on their points.
8. **Match duration.** How long the match will take in minutes. Determined by adding up the duration of all sets of the match according to match protocol.
9. **Race to 3/5/etc. points.** Which competitor will be the first to score given number of points. If a competitor retires from the match before either of the competitors scores given number of points, then the steps will be settled with odds of "1".
10. **Team to lead after N points.** Steps in respect of which team will lead after a specific number of points.
Example. "Team 1 to lead after 10 points". Scenarios:
 1. The score is 6:4, 10 points have been played, team 1 is leading – the step wins.
 2. The score is 3:7, 10 points have been played, team 2 is leading – the step loses.
 3. The score is 5:5, 10 points have been played, draw – the step loses.
11. **Extra points.** Steps in respect of whether there would be extra points in the set. "Extra points in the set – Yes" will be settled with positive result if any team wins following a score of 24:24.
12. **Tie-break.** Steps in respect of whether there would be a 5th set (tie-breaking set) in the game. "Tie-break – Yes" will be settled with positive result if there had been a 5th set (tie-breaking set) in the game.
13. **Highest Scoring Set Total»** (including 5th set). For example, "Highest Scoring Set Total – 47.5 – Under". The match score is 25:23, 26:24, 23:25, 23:25, 18:16. The step will be settled as a loss.
14. **Lowest Scoring Set Total»** (including 5th set). For example, "Lowest Scoring Set Total – 40.5 – Under". The match score is 25:23, 26:24, 23:25, 23:25, 18:16. The step will be settled with positive result.

HANDBALL

1. All steps are settled based on full time of the match (60 minutes of play, 2 30-minute periods).
2. Extra time and the 7-meter shot series are taken into account only for steps in respect of which team progresses to the next stage or another league, outright steps, etc.
3. LIVE bets. If a match is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
4. **Highest goalscorer.** The step is settled inclusive of extra time, excluding the after-match 7-meter shots.
5. Chinese championship rules state that the game ends should the point difference reach 15 points, provided that the game lasted more than 30 minutes.
6. **Alternative Matches.** The LIVE team results (broadcast in real time) are compared. Should there be a technical loss ruled in any of the matches, then steps in respect of alternative matches will be settled with odds of "1" (return).
7. If the match is abandoned or postponed, and is not resumed within 48 hours of its original start time, the steps shall be proclaimed void.

GOLF

1. Large golf tournaments may last for three-four days. The usual number of holes to be played is 72.
2. A player is considered to have entered a tournament if they complete the first shot. If a player withdraws, all steps in respect of them are deemed a loss.
3. Tournament winner. The tournament winner is the golfer who took the first place in the tournament (a winner of playoff, if the tournament has a playoff stage).
4. If two or more leading competitors have the same score at the end of the game, the tournament winner is usually determined by "sudden death" rule. In this case, the play-off winner is the winning player. All other competitors are deemed to have taken second place.
5. Steps in respect of player results comparison. The winner is the one who is ranked higher when the tournament is completed, including the play-off stages. If one of the players misses the cut, then the other player is deemed winner. If both players miss the cut, then the winner is one with lowest score after the list of players who made the cut is determined. If one of the players is disqualified before completion of two rounds or after both players have made the cut, then the other player is deemed winner. If a player is disqualified during the third or the fourth round while the other player misses the cut, then the disqualified player is deemed winner. If a Tie selection is not offered, the match between players who take the same place is considered void.
6. Handicaps. One of the players gets a handicap, which is added to their final score. Players who missed the cut, withdrawn, or were disqualified are deemed to have lost. If both players made the cut, their current score is taken inclusive of the handicap. Steps in respect of a game are cancelled (voided) if both players withdrawn or were disqualified, or if one of the players failed to start the match. If not all rounds have been played, handicap steps are voided unless the result has been already obtained.
7. Tournament Group. Steps in respect of a group of players. The winner is the player who achieves the highest tournament placing from a selected group. Any player who misses the cut is deemed to have lost. Should all players miss the cut, the result will be determined based on the lowest score after the cut. The players are grouped only for the purpose of betting. If a player fails to tee off the game, all steps are deemed void and be settled according to Rule 4. Dead heat rules apply, unless the winner is determined based on play-off.
8. Tournament Group with Handicap. Handicaps are assigned to players of the group. The group winner is determined based on the final scores inclusive of handicap. Players who missed the cut are deemed to have lost. However, in case of steps in respect of tournament placing, not enough players made the cut, the remaining places are distributed among the players who missed the cut based on their final score inclusive of handicap.
9. In some tournaments, the players may have to play a specific number of extra holes. If this is the case, the winner is the player with the lowest score after completion of said number of holes, and all other players are deemed to have taken second place.
10. 18 Holes. The player with lowest score after 18 holes is deemed a winner. In 2- and 3-player markets, if the event is reformed or is offered by us in another variant, then the accepted steps will be deemed to pertain to the same 2 or 3 players that were offered at the time of step

acceptance. If any player failed to tee off, then steps on such 2- or 3-player markets will be deemed void. If both players on a 2-player market finish with the same score, and no tie was offered, all steps will be deemed void. If all players on a 3-player market finish with the same score, all steps will be deemed void. If two players on a 3-player market finish with the same score, dead heat rules apply. For steps in respect of which player of a group of more than three players will win the round, dead heat rules apply. If a player withdraws from the tournament, all steps in respect of such player are deemed void.

11. Make/Miss the cut. If a player withdraws or is disqualified before the cut, the step loses. If a player withdraws or is disqualified after the cut, the step will have positive result. If a player does not take part in the tournament, the steps are deemed void.
12. Who is higher? Which golfer of the two listed will perform better. The better performing golfer is the one who completes 18 holes with lowest score.
13. If a player withdraws from the game before completing 18 holes, steps in respect of such player will be deemed lost no matter the score. The start of the game is the first shot towards the hole. If a player withdraws from the game before it starts, all steps in respect of this group of players are settled with odds of "1".
14. In tournaments abandoned due to bad weather, all steps will be settled based on current results provided that 36 holes have been completed. This does not apply when a tournament is played over more than one course.

DARTS

1. Steps in respect of match result. In the event of a match starting but not being completed, the player progressing to the next round will be settled as the winner. Steps in respect of sets, legs, handicaps are deemed void if the match result was not obtained.
2. For darts, handicaps and totals are given for sets, unless stated otherwise. 180 points is the maximum possible result for three throws.
3. Last Checkout – Total 40 and Less (or, Total 41 and more). At last checkout, a specific number of points is needed for the player to finish the game. This applies to a darts variant where the players start with 301 or 501 points and attempt to reach zero. Once a player's score reaches 170, they have a chance to finish the game, provided that they manage to hit 170 points.
4. **Who stands higher in tournament?** Ranking criteria priority: stage at which competitor exited the tournament; sets won; legs won; number of 180-point checkouts; higher-point checkout.

CURLING

1. All steps are settled inclusive of extra ends, unless stated otherwise. A match has 10 ends. In case of even score after 10 ends, an extra end is held, the winner of which is the winner of the match.
2. A score of 0:0 may be proclaimed in an end if no stones reach the house or if two stones of competing teams are at equal distance from the house.
3. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.

4. The match is considered to have been held if 5 full ends have been completed. Steps will be settled based on results obtained by the time of abandonment.
5. A team loses irrespective of the score if it fails to complete all throws in allotted time (each team throws 8 stones per one end).
6. All steps are settled based on official match result, inclusive of the extra end (except for steps in respect of specific periods of the match).

CRICKET

1. All steps will be settled in accordance with official results published by the organization holding the match or competition.
2. If a match is abandoned and not finished, all steps in respect of this match will be settled with odds of "1".
3. Cricket competition types are the following:
 - Twenty20 International – game lasts about three and a half hours on average;
 - One Day International – game lasts more than 8 hours;
 - Test Matches – 5 game days with a minimum of 90 overs per team in each day.
4. If an official match result is a tie, and there have been no steps offered in respect of a tie, other criteria will be used to determine the winner, for example – bowl off, super over, etc. (super overs and bowl off do not count in settlements of all other steps).
5. Top Batsman. Steps in respect of Test Matches and Country Championship stand no matter how many overs were bowled. For steps to be settled in a one day match, at least 20 overs must be bowled. For steps to be settled in a Twenty20 match, at least 10 overs must be bowled.
6. Any step in respect of a player not in starting 11 will be void. Any step in respect of a player who is in the starting 11 but does not bat will be settled with odds of "1".
7. Some markets can be settled only after the event protocol is published on official source, which may constitute up to 10-12 hour delay.

BEACH HANDBALL

1. All steps are settled based on full time of the match (20 minutes of play, 2 10-minute periods).
2. The shot series is taken into account only for steps in respect of which team progresses to the next stage, outright steps, etc.
3. If a match is abandoned and postponed, steps made in respect of it shall stand until the tournament in which such match was held is over, until the game is resumed or until any player retires from the game.
4. The match is deemed to have been held if it has been played for at least 18 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.
5. If a period ends in a draw, the "golden goal" rules applies (the first team to score a goal wins). If one team wins both halves, this team is proclaimed a 2:0 winner.
6. If each team wins a half, the result is a tie. In case of a tie, the "shoot-out" method used (one player against the goalkeeper).

BEACH FOOTBALL

1. All steps are settled based on full time of the match (36 minutes of play, 3 12-minute periods).
Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE bets are an indication only and are not guaranteed to be correct. Consult the official sources for game information.
2. The extra time and shot series are taken into account only for steps in respect of which team progresses to the next stage, outright steps, etc.
3. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
4. The match is deemed to have been held if it has been played for at least 30 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.

RUGBY

1. All steps are settled based on full time of the match (80 minutes of play, 2 40-minute periods).
Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE bets are an indication only and are not guaranteed to be correct. Consult the official sources for game information.
2. Extra time and kicking competition are taken into account only for steps in respect of which team progresses to the next stage and outright steps.
3. For the steps to be settled, the match must be completed, except for markets for which the outcomes have been already obtained by the time of match abandonment.

HORSE RACING

1. If a race is officially postponed to another day, all steps will stand. However, single steps (Singles) are deemed void and selections in Accumulators (Expresses) are cancelled in the following cases:
 - race is abandoned;
 - race is officially proclaimed void;
 - race terms change after steps have been made (according to rules);
 - race venue is changed;
 - race track type is changed (for example: turf, mud, all-weather, etc.).
2. If a race is cancelled, steps in respect of this race are proclaimed void. If a race is postponed to a later time within the same day, steps in respect of this race stand.
3. Steps of "Show" type will be settled with positive result provided that the horse finishes 1st, 2nd, or 3rd.

SQUASH

1. If a match starts and is abandoned for any reason (for example, a competitor retires or is dismissed), then only the outcomes that have been obtained up to match abandonment (for example, win in first game, first game total, etc.) are used to settle the steps. All other steps are settled with odds of "1".
2. A match can last three to five games until three games are won by either side.
3. Each game goes to 11 points. The competitor who first scores 11 points is a winner, except for cases when the score is 10-10. In such case the game goes on until the point margin reaches two points. The player who takes the two-point lead over their opponent is a winner.

SNOOKER

1. Steps in respect of match result. If a match started but has not completed, steps in respect of match winner will stand provided that at least one frame has been completed.
2. Steps in respect of frame winner, handicaps, and special steps. These steps will stand provided that the respective frame is completed. If a victory is adjudged in a match before its completion for any reason, all steps in respect of frames, handicaps and special steps will be settled with odds of "1", except where step result has been already obtained.
3. In case a frame is forfeited, then totals and handicaps in respect of this frame will be settled with odds of "1".
4. **Who progresses further?** Which competitor of the two listed will progress further in the tournament. If both competitors have withdrawn from the tournament, the one who progressed to further stage shall be deemed winner; if both competitors withdraw at the same stage, the step will be settled with odds of "1". Should a competitor withdraw before the tournament starts, all steps in respect of them are settled with odds of "1".
5. **100+ Point Streak Total** A player will score 100 or more points in one visit to the table.
6. **First Pot – Blue.** The step will be settled with positive result is the blue ball was the first of the object balls (yellow, green, brown, blue, pink, black) to be potted.
7. **Shoot-Out. Who stands higher in tournament?** Ranking criteria priority: stage at which competitor exited the tournament; frames won; point total.

TENNIS

1. If a competitor for any reason retires from, or is disqualified from, a tennis match all steps in respect of this match shall be returned (settled with odds of "1"), except where the outcome have been already obtained.
2. Markets offered for tennis: match win or set win.
3. In a doubles match, should there be a substitution of one or more competitors, the steps will be settled at odds of "1"; if there is no line-up listed, the steps remain standing.
4. If a third set is held in a doubles tennis match, such set counts as 0:1 or 1:0 in terms of games score. The game totals and game handicaps are settled on the score of 1:0 in third set.

FLOORBALL

1. Floorball is a variant of hockey that is played indoors on hard floor with plastic ball.
2. All steps are settled based on full time of the match (60 minutes of play, 3 20-minute periods).

Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed LIVE (real-time) are an indication only and are not guaranteed to be correct. Consult the official sources for game information.

3. Extra time and penalty shots are taken into account only for steps in respect of which team progresses to the next stage, outright steps, etc.
4. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
5. The match is deemed to have been held if it has been played for at least 50 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.
6. Subject to approval of the organization conducting the competition, the match could be shortened, but to no less than 2 15-minute periods with break. Consult the official sources for game information.

FOOTBALL

1. Steps in respect of football matches (including cups) are settled on the result after regulated full time (90 minutes of play, 2 45-minute halves and added injury time) unless specified otherwise (e.g., extra time).

Extra time and penalty shootouts are taken into account only for steps in respect of which team progresses to the next stage, outright steps, etc.

2. For the steps to be settled, at least 80 minutes should be played, except for markets for which the outcomes have been already obtained by the time of match abandonment.
3. Friendly matches.

FIFA regulations as to match duration:

1. First and Reserve U21 Teams – 80 minutes (2 x 40),
2. First Youth Teams – 70 minutes (2 x 35),
3. Reserve Youth Teams – 60 minutes (2 x 35).

Regulations for friendly matches are announced prior to the tournament start. Consult third-party sources for game information.

4. Markets in respect of corners in Russian Premier League are settled on the third day after match completion. If there are no official data as to number of corners on websites listed in paragraph 17. Main sources of information, the steps will be settled with odds of "1".
5. **Who is higher (based on championship results).** In case of World Cup and European Championship, the stage to which the team progressed has priority for settlement.
6. Steps of **Nation to Score Most Goals, Nation to Score (Miss) Most (Least) Goals** type for World Cup and European Championship are settled inclusive of extra time but exclusive of

- penalty shoot-outs. If the point values for scored/missed goals are equal, steps shall be settled with odds of "1".
7. Steps in respect of football matches with account of Extra Time are settled exclusive of penalty shoot-outs. Steps in respect of penalty shoot-outs are accepted individually.
 8. Steps of **Home (Goals) – Away (Goals)** type are valid only for date and championship indicated in the slip. For example, **Home (Goals) – Away (Goals) (09.02.2014 | 04:30)** is valid for matches that start from 4:30 on the 9th of February.
 9. 1st Corner – Team. Which team will be awarded with the first corner.
 10. Most Corner – Team. Which team will be awarded most corners.
 11. Number of Corners – Total Over/Under. Whether the total number of corners will be over or under indicated value.
 12. Cards/Bookings. Total yellow cards, yellow cards handicap. Steps are settled based on field player and goalkeeper bookings. Second booking that results in player being sent off from the field does not count.
 13. Yellow and red cards for field players and goalkeepers after the final whistle do not count. Delayed yellow card counts for 1st half (the card shown during the break for a foul made in 1st half).
 14. One red card counts as two yellow cards. Second booking is ignored and counts as one red card. Therefore, a player may have no more than 3 cards per match.
 15. Steps in respect of yellow and red cards, corners, crossbar/post hits are settled on video broadcast. If the broadcast was interrupted or there have been no broadcast, the results are taken from official statistics. All other statistics (off-sides, fouls, substitutions) are taken only from official sources. A substitution at 46th minute (according to official source) is settled as substitution in halftime break. Retaken corners are settled as one corner. Only the actually taken corners count towards the corner total.
 16. Posts and crossbars. Hits to posts/crossbars count if the ball remains in play (touches a player, a referee, another post or crossbar). Hits to posts/crossbars do not count in following cases: play stopped before the ball hit the post/crossbar; ball goes out of the field or into the net after hitting posts/crossbar (a goal was awarded). Ball hits Post/Crossbar – Y/N market. All hits to woodwork in regular time count.
 17. Shots on Target. Hits to post/crossbar do not count.
 18. Steps in respect of match stats could take up to 1 hour after match completion to settle.
 19. "Team A to Score 1st Goal Before 78:00 – Yes". Step will be settled with positive result if Team A scores their first goal in quoted time period. A goal scored on 78th minute counts.
 20. Goal Total () between () and () minutes. Step in respect of goals total in quoted time period.
 1. Goals total from 40:00 till 44:59 includes goals scored in added injury time.
 2. Goals total from 85:00 till 89:59 includes goals scored in added injury time.
 3. Goals total from 10:00 till 19:59 include goals scored on 20th minute.
 21. Goalscorer in the Match. This market will be settled with positive result is the quoted player enters the field and scores a legal goal. Own goals do not count. If a player doesn't enter the field, the step is returned (settled with odds of "1"). Steps are valid in respect of players in starting

- 11 (if the player steps in on substitute and steps were offered in respect of them, such slips will be settled with odds of "1").
22. 1st Goalscorer in the Match. This market will be settled with positive result is the quoted player enters the field and scores the 1st legal goal. Own goals do not count. If a player doesn't enter the field or entered after the 1st goal was scored, the step is returned (settled with odds of "1"). Steps are valid in respect of players in starting 11 (if the player steps in on substitute and steps were offered in respect of them, such slips will be settled with odds of "1").
 23. Anytime Goalscorer in the Match. Steps are valid in respect of players in starting 11 (if the player steps in on substitute and steps were offered in respect of them, such slips will be settled with odds of "1").
 24. Time of First/Last Goal. Steps in respect of 1st goal to be scored in specific time period, e.g., from 1st to 30th minute, will be settled as lost in case the match was abandoned with the score of 0:0 after this time period.
 25. Player to score 2 (3) goals. A step in respect of whether a player will score exactly two or exactly three goals in the match. Own goals do not count. If a player scores exactly three goals in the match, then all steps in respect of a player scoring exactly two goals in a match will lose.
 26. Will there be a penalty – Y/N. A step in respect of whether a penalty shot will be awarded in the match.
 27. Penalty and Player to be Sent Off – Y. The step will be settled with positive result if there had been both a penalty awarded and a player had been sent off.
 28. First Half 1x2. Steps are made in respect of the first half.

Example: "Team B to Win First Half – Y". The step will be settled with positive result if Team B wins the first half.
 29. Multi Corners. In this step the number of corners in first half is multiplied by the number of corners in second half. For example, there have been 5 corners taken in first half and 7 corners taken in second half. Therefore, the result will be $5 \times 7 = 35$.
 30. "Team B to Win by Penalty Shoot-Out – Y." The step will be settled with positive result if there have been a penalty shoot-out and Team B won. The step will be settled as a loss if there have been no penalty shoot-out or Team B lost the penalty shoot-out.
 31. Most Scoring Half.
 1. Most Scoring Half – 1st Half. Goal total in 1st half is greater than goal total in 2nd half.
 2. Most Scoring Half – 2nd Half. Goal total in 2nd half is greater than goal total in 1st half.
 3. Most Scoring Half – Tie. Goal total in 2nd half is equal to goal total in 1st half.
 32. **Russian Championship. Premier League. Steps in respect of Home – Away will be settled at the end of the round.**
 1. Russian Championship. Premier League. Home (Goals) – Away (Goals) (21.03.2014 | 19:00), Draw 2-2 – Yes. This step will be settled with positive result if the score in at least one match of this round is 2:2.

2. Russian Championship. Premier League. Home (Goals) – Away (Goals) (21.03.2014 | 19:00), 1st Goal Scored at 1st-To-5th Minute – Yes. This step will be settled with positive result if in at least one match of this round the first goal will be scored in time period from 1st to 5th minute.
3. Russian Championship. Premier League. Home (Goals) – Away (Goals) (21.03.2014 | 19:00), 1st Halftime/Full Time 2/1 or 1/2 – Yes. This step will be settled with positive result if in at least one match of this round the losing team takes the lead.
33. Possession at Final Whistle – Team. The player of which team has possession at the time when the referee blows the final whistle.
34. Eventuality that will occur first. Example: (Costa) misses a penalty; (Costa) yellow/red card; (Costa) be substituted; (Costa) scores a goal.

Slips will be settled with positive result if the eventuality indicted in them will be the first to occur. For example, Costa gets received a booking at 15th minute, scored a goal at 30th minute, and was substituted at 40th minute. The selection "Costa: yellow/red card" will be settled with positive result, and all other selections will lose. If a player doesn't enter the field, the step is returned (settled with odds of "1").

35. **Football. Specials.** Next Manager to be Fired. In case more than one managers are fired on the same day, this market will be settled on who was first announced to be fired on the team's official website. All steps made after the manager has actually been fired are settled with odds of "1". Date and time of actual leave are settled based on the official website of the team that fired the managed.
36. **Football. Managers.** Managers appointed as caretaker managers do not count.
37. **Football. Players.** Players on loan do not count.
38. **Steps in respect of penalty shoot-outs.** If the 5th shot is not taken due to being irrelevant, then:
 1. "Team to Score 5th Penalty Shot – No" – return.
 2. "Team to Score 5th Penalty Shot – Yes" – return.

39. **Player to score and team to win with correct score.** For this step to be won, the player who scores the first goal must be predicted as well as the correct score in regular time. If a player did not participate in the game or takes the field after the first goal had been scored, the step will be settled with odds of "1". If the first goal to be scored is an own goal (the goal scored in the net of own team), the step in respect of the player who scored such goal will be settled with odds of "1". If the match was abandoned after the first goal was scored and is not completed in the regulated timeframe, steps in respect of the player who scored the goal will be settled with odds of "1".

Step 1. Adam Lallana to Score and Team A to Win 1:0 – Yes.
 Step 2. Deyan Lovren to Score and Team A to Win 1:0 – Yes.

Example 1. Adam Lallana scored and Team A won 1:0.

1. Step 1 is settled with positive result.
2. Step 2 is a loss.

Example 2. Adam Lallana did not enter the field and Team A won 1:0.

1. Step 1 is returned.
2. Step 2 is a loss.

40. **Matchcasts.** Steps that include two or three selections: "Goals Total Under 2.5 AND Less than 4 cards",

«Team B to Win AND Number of Corners – Less than 10 AND Less than 4 cards".

For this step to be settled with positive result, all listed outcomes must be true.

Steps are settled based on regular time inclusive of added injury time. Extra time does not count. Retaken corners count once. Red card after the second yellow card will counts as one card. For example: if a player gets a second yellow card immediately followed by a red card, only one card will count. Cards shown to non-active players (those not on the field) do not count.

If at least one selection is a loss, the whole matchcast loses. Example: "Less than 10 AND Less than 4 cards". Final match stats are: 9 corners and 4 cards. The step will be settled as a loss.

41. **Specials. Total points for cards.** On this market, the number of points for cards shown to one (both) teams must be predicted. Steps are settled based on regular time.

1. Cards shown to non-active players (those not on the field) do not count.
2. Each yellow card counts as 10 points.
3. Each red card counts as 25 points.
4. A red card shown right after the second yellow card counts as 25 points.

42. **Specials. Team performance.** On this market, the number of points earned by the team during the match must be predicted. Steps are settled based on regular time. Red cards shown to non-active players (those not on the field) do not count. Retaken corners count as one. Points are awarded as follows:

1. each goal = 10 points
2. clean sweep = 5 points
3. each corner = 3 points
4. each red card = -10 points.

43. **Specials. First 5 minutes.** Only the eventualities that occur between 0:00 and 4:59 count.

1. Retaken corners count once.
2. Retaken penalty shots count once.
3. Second booking counts as 10 points. That is, a red card shown immediately after the second yellow card counts as 10 points. Cards shown to non-active players (those not on the field) do not count.

Points are awarded as follows:

1. Each goal = 10 points

2. Each corner = 3 points
3. Each penalty shot awarded = 10 points
4. Each card = 5 points

44. **Specials. Match.** On this market, the number of points earned by the team during the match must be predicted.

1. Retaken corners count once.
2. Retaken penalty shots count once.
3. Second booking counts as 13 points. That is, a red card (10 points) shown immediately after the second yellow card (3 points) counts as 13 points total. Cards shown to non-active players (those not on the field) do not count.

Points are awarded as follows:

1. Each goal = 10 points
2. Each corner = 3 points
3. Each penalty shot awarded = 10 points
4. Each yellow card = 3 points
5. Each red card = 10 points

45. **Cards. Stats.** Steps are settled on eventualities occurring in regular time. Cards shown to non-active players (those not on the field) do not count.

1. **1st card.** Steps are settled based on eventualities that occur within a specific period of the match. Yellow or red card must be shown within the indicated time frame. The card will not count if shown out of the indicated time frame while the eventuality for which it was shown falls into the indicated time frame.
2. **Card total.** Bookings in regular time with added injury time. Extra time does not count unless otherwise specified. Second booking counts as one card. For example: if a player gets a second yellow card immediately followed by a red card, only one card will count. Therefore, the most number of cards a player could have is two.
3. **Last card.** If there have been no cards shown in the match, the winning selection is "no cards". All other steps will be settled as a loss. If two or more players are involved in the same incident, the market will be settled based on last card shown.

46. **8x8 Football.** The match includes two 30-minute halves (unless otherwise ruled by the referee or agreed by participating teams). Any changes in match duration (e.g., two 25-times due to low lighting) should be agreed upon before kick-off.

1. The half-time break must not exceed 10 minutes. The duration of the half-time break may change upon approval of the referees.
2. The amount of **Added time** is ruled by the referee.
3. A **10-meter shot** at the end of the period (both regular and extra) gets additional time.

4. **Extra time.** Regulations of some fixtures may include a provision for two additional periods of extra time.
 5. **Final standings. Who stands higher in tournament (players)?** Ranking criteria priority: more goals scored; more assists; less field time (including extra time, excluding penalty shoot-outs and own goals).
 6. **Number of Goals Scored by Player (in season, series)** If the player transfers to another championship, steps are settled with odds of "1".
47. **Alternative Matches.** The LIVE team results (broadcast in real time) are compared. Should there be a technical loss ruled in any of the matches, then steps in respect of alternative matches will be settled with odds of "1" (return).
- Example.** Alternative Match. Sampdoria – Verona: Home The actual matches and scores are: Sampdoria – Inter 2:0; Udinese – Verona 0:2. The score of alternative match, Sampdoria – Verona, is 2:2. The step will be settled as a loss, since the alternative match was a draw.
48. **Paired Alternative Matches.** All teams quoted in this market play at the same time. Steps are settled based on final scores.
- Example.** Eintracht/Borussia – Schalke/Hoffenheim. Total 2.5 – Over. Final score in Eintracht – Schalke is 0:0. Final score in Borussia – Hoffenheim is 2:1. Total in alternative match Eintracht/Borussia: 0 + 2 = 2. Total in alternative match Schalke/Hoffenheim: 0+1 = 1. The score of the paired match Eintracht/Borussia – Schalke/Hoffenheim is 2:1. Home-team pair wins by 1 goal. The paired alternative match total is 3 goals.
49. **FIFA. Next president.** Acting FIFA presidents do not count.
50. **Football. Teams. Specials. Players.** Steps in respect of player stats shall count provided that the player represents the indicated team. The player has to participate in at least one match.
- Example.** Football. Liverpool. Season 2015/16 Premier League. Players. Yellow card total. Only the yellow cards shown to Liverpool players count. The player has to participate in at least one match.
51. **Football. First and return legs.** Markets are settled based on two matches. Steps in respect of two-leg matches will be settled when the return legs are complete.
52. **Team Titles in Season 2015/2016** The number of titles that the team wins in the season: National championship, National cup, UEFA Champions League, UEFA Europa League.
53. **"How the goal will be scored?"** The following rules apply:
1. Own goal – the step is settled with positive result if the goal was an own goal.
 2. Free kick – the step is settled with positive result if the goal was scored directly by the player taking a free kick or a corner.
 3. Penalty – the step is settled with positive result if the goal was scored directly by the player taking the penalty shot.
 4. Header – the step is settled with positive result if the ball entered the net after touching the scoring player's head. Own goals do not count.

5. Kick – the step is settled with positive result if the ball entered the net after a player kicked it. Free kicks, penalty shots, and own goals do not count. If the ball enters the net for a legal goal from any part of the body other than the head, such goal is settled as "Kick".
 6. No goal – the step will be settled with positive result if there will be no first (next) goal scored.
54. "Goalscorer's role" markets are settled based on the player's official role on the field.
55. "Card point total". Cards shown to non-active players (those not on the field) do not count. Each yellow card counts as 10 points. Each red card counts as 25 points. A red card shown right after the second yellow card counts as 25 points.

FUTSAL

1. All steps are settled based on full time of the match (40 minutes of play, 2 20-minute periods).
Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE (real-time) are an indication only and are not guaranteed to be correct. Consult the official sources for game information.
2. Extra time and the 6-meter shots series are taken into account only for steps in respect of which team progresses to the next stage, outright steps, etc.
3. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
4. The match is deemed to have been held if it has been played for at least 35 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.

FIELD HOCKEY

1. All steps are settled based on full time of the match (70 minutes of play: 2 35-minute periods or 4 17.5-minute periods).
Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE (real-time) are an indication only and are not guaranteed to be correct. Consult the official sources for game information.
2. Extra time and penalty shots are taken into account only for steps in respect of which team progresses to the next stage, outright steps, etc.
3. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
4. The match is deemed to have been held if it has been played for at least 60 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.
5. Indoor Hockey. A variant of Field Hockey played indoors. The match goes for 2 20-minute periods.

BANDY

1. All steps are settled based on full time of the match (90 minutes of play: 2 45-minute periods or 3 30-minute periods).

Bookmaker's office assumes no liability for any inaccuracies in match duration. Data displayed for PRE-MATCH and LIVE (real-time) are an indication only and are not guaranteed to be correct. Consult the official sources for game information.

2. Extra time is taken into account only for steps in respect of which team progresses to the next stage or another league, outright steps, etc.
3. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
4. The match is deemed to have been held if it has been played for at least 80 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.
5. Inline Hockey. A hockey variant with players using inline skates and plastic puck. The match goes for 4 12-minute periods.

ICE HOCKEY

1. Pre-match steps are accepted in respect of:
 1. Full Time, 60 minutes of play (3 20-minute periods);
 2. Full Time with Overtime ("OT");
 3. Full Time with Overtime and Penalty Shoot-outs ("OT with penalties").
2. LIVE steps are accepted in respect of regular time only. LIVE steps for KHL and NHL leagues are accepted in respect of:
 1. Full Time.
 2. Full Time with Overtime ("OT");
 3. Full Time with Overtime and Penalty Shoot-outs ("OT with penalties").

Example 1. Buffalo Sabers – Toronto Maple Leaves ("OT with penalties). In this case, eventualities that occur in regular time, overtime, and penalty shoot-out are considered for settlement. The game score is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1). All steps will be settled based on the final score of 2:3. The match total will be 5.

Example 2. Buffalo Sabers – Toronto Maple Leaves ("OT"). In this case, eventualities that occur in regular time and overtime are considered for settlement. The final score of the match for settlement purposes will be 2:2 (1:0, 1:1, 0:1; 0:0). The match total will be 4. Steps in respect of Home/Away team being the match winner will be settled as a loss.

Example 3. Buffalo Sabers – Toronto Maple Leaves. In this case, eventualities that occur in regular time are considered for settlement. The final score of the match for settlement purposes will be 2:2 (1:0, 1:1, 0:1). The match total will be 4. Steps in respect of Home/Away team being the match winner will be settled as a loss.

3. If a match starts and is abandoned, all steps in respect of this match shall be settled with odds of "1", except where step results have been already determined by the time of interruption.
4. The match is deemed to have been held if it has been played for at least 55 minutes. In this case, steps will be settled based on results obtained by the time of abandonment.
5. Teams of NHL, AHL, CHL, OHL, WHL, ECHL may be listed in either direct (Home – Away) or reverse order. Listing in reverse order does not mean that the steps will be returned.
6. Total markets. If penalty shoot-outs are accounted for, all goals scored in the penalty shoot-out count as 1.
7. If the goal is scored at 9:00, then such goal is deemed to have been scored from 1st to 9th minute. If the goal is scored at 1:00, then the goal is deemed to have been scored at 1st minute.
8. "Who is higher", "Championship winner", "Group winner", "Points in scoreboard", "Goals scored", "Goals against" are settled based on official scoreboard of the federation that conducts the competition.
9. "(One) Period Total greater than (Another) Period Total". If equal number of goals has been scored in two or more periods, the step is settled as loss.
10. "Tournament Best Goalscorer" is settled based on the "Goals + Assists" stats in the official scoreboards. All steps are settled inclusive of overtime and exclusive of penalty shoot-outs. If a team player did not participate in the tournament, the steps will be settled with odds of "1". If the point values are equal, steps shall be settled with odds of "1".
11. "Match Result and Total Over/Under". The team that will win the match must be predicted as well as the number of goals scored: over or under the indicated total value. Steps for KHL and NHL leagues, other championships, and national teams competitions are accepted in respect of regular time.
12. Race to 3/5/etc. points. Which competitor will be the first to score given number of points. If a competitor retires from the match before either of the competitors scores given number of points, then the steps will be settled with odds of "1".
13. The "Away Team to Win in Overtime – No" market will be settled with positive result in the following cases: there have been no overtime in the match; Away team loses in overtime. The same is true for Penalty Shoot-Out markets.
14. Win in Overtime. The match must be won in overtime (OT).
 1. Match score (0:0; 1:1; 1:0) – loss.
 2. Match score (0:0; 1:1; 0:0; 0:1) – positive result.
 3. Match score (0:0; 1:1; 0:0; 0:0; 1:0) – loss.
15. In pre-match "Penalty time" steps, the number of penalty minutes players the players are sent off for must be predicted. Only two-minute penalties count. Penalty minutes ruled before the start or after the end of the period (match) included in the protocol count. The number of penalty minutes is settled based on the official protocol.
16. In LIVE "Penalty time" steps, the number of penalty minutes the players are sent off for must be predicted. All penalty minutes count. Penalty minutes ruled before the start or after the end of the period (match) included in the protocol count. The number of penalty minutes is settled based on the official protocol.

17. "Shots on target". The number of shots on target is settled based on the official protocol.
18. Player Total (Hockey) – the total points scored by a specific player is predicted ("Goals + Assists" scoring). Steps in pertaining to individual player's total are accepted in respect of regular time only. If a team player did not participate in the match, the steps will be settled with odds of "1".
19. "Team to score first and win the match" market is settled on regular time.
20. "Home team to score first and win the match – No." This step will be settled with positive results if the home team does not score first or scores first but does not win the match.
21. "Total in range from 6 to 8 – No." Example:
 1. "Total in range from 6 to 8 – No." Match score is (2:3), Total = 5. Step is settled with positive result.
 2. "Total in range from 6 to 8 – No." Match score is (3:4), Total = 7. Step is settled as a loss.
22. Power play goals. Number of goals scored while the team was on the power play. Example. Home team scored 1 goal while it had been on power play, and Away team did not score while it had been on power play. This means that only 1 goal was scored while on power play:
 1. "Power play goals Total 1.5 – Under" will be settled with positive result.
 2. "Power play goals Total 1.5 – Over" will be settled as a loss.
23. "Empty net goal" will be settled with positive result if at the time of the goal the goaltender was substituted by a field player.
24. "Hat Trick Total – 0.5 – Over". Only goals count (assists do not count).
25. Most Scoring Period.
 1. "Most Scoring Period – 1st". There will be more goals in 1st period than in 2nd or 3rd period.
 2. "Most Scoring Period – 2nd". There will be more goals in 2nd period than in 1st or 3rd period.
 3. "Most Scoring Period – 3rd". There will be more goals in 3rd period than in 1st or 2nd period.
 4. "Most Scoring Period – Draw". There will be the same number of goals in at least two periods.
26. Steps for KHL – Nadezhda Cup are accepted in respect of regular time only. Match results are settled based on regular time (draw is allowed).
27. Steps in respect of KHL East Conference match stats could take up to 72 hours after match completion to settle.
28. **Final standings. Who stands higher in tournament (competition)?** Ranking criteria priority: stage at which team exited the tournament; place in group (conference); points at group stage (regular season); goals scores in regular season (excluding overtime and penalty shoot-outs).
29. "Match result" steps are settled according to regulations of the tournament within which the match was held. For example, "Match result" steps pertaining to NHL regular play is settled with account

of overtime and penalty shoot-out. "Match result" steps pertaining to play-off series is settled with account of overtime.

30. **Alternative Matches.** The LIVE team results (broadcast in real time) are compared. Should there be a technical loss ruled in any of the matches, then steps in respect of alternative matches will be settled with odds of "1" (return).

Example. Alternative Match. Avangard – Sibir. Total – 5.5 – Over. The real matches are Avangard – Salavat Yulaev with score of 4:1 and Metallurg – Sibir with score of 1:2. The score of alternative match, Avangard – Sibir is 4:2. The step will be settled with positive result since the alternative match total is 6.

31. **Paired Alternative Matches.** All teams quoted in this market play at the same time. Steps are settled based on final scores.

Example. Torpedo/SKA – Dinamo/CSKA. Total 7.5 – Under. Final score in Torpedo – CSKA is 3:2. Final score in SKA – Dinamo is 2:1. Total in alternative match Torpedo/SKA: 3 + 2 = 5. Total in alternative match Dinamo/CSKA: 2 + 1 = 3. The score of the paired match Torpedo/SKA – Dinamo/CSKA is 5:3. The paired alternative match total is 8 goals, the step will be settled as a loss.

32. **Highest goalscorer.** Ranking priority criteria: points; goals scored; least matches played. Overtime and penalty shoot-outs do not count.
33. **2-minute penalties total.** The number of times players have been sent off for 2 minutes.

BOWLS

1. Steps in respect of set and match result. Steps will be settled provided that all sets in the match are completed. Should any competitor be adjudged as the winner before the match is completed, then steps in respect of sets of this match are proclaimed void, if further play does not affect the result.
2. Should any competitor be adjudged as the winner before all sets in the match are completed, then steps in respect of match result will be settled on official match winner, provided that at least one end has been completed.
3. Should any of the listed competitors be substituted before the match, all steps shall be proclaimed void.
4. In the event of a match starting but not being completed, the player progressing to the next round will be settled as the winner.

CHESS

1. Steps in respect of game results are settled on official results of given game. Steps in respect of match results are settled on totals of all games in given match.
2. If multiple competitors are tied for first place while there is no tie break to determine the single winner, then dead heat rules apply (see 7.3.3).
3. The number "1" indicates the competitor playing white, irrespective of the venue.
4. If a game is delayed or postponed for any reason, all steps shall remain standing until game completion (or tournament completion).

5. Handicapped win (0). If the game ends in a tie, all steps are proclaimed void.
6. If the match format changes, all steps in respect of such events will be settled with odds of "1".

WHAT? WHERE? WHEN?

1. In case of a "deciding round", the score becomes 0:0, and the victory in "deciding round" counts as 6 points.
2. Totals and handicaps are settled inclusive of "deciding round".

Example:

The score is 5:4, the players opt for "deciding round" and lose. The resulting score will be 0:6.

3. Player's total. The total points scored by a specific player is predicted. The point is awarded to the player who answered the question and gave a correct answer (the answer accepted by host). Whether the answer is correct is adjudged by the host.
4. In case of Blitz and Superblitz, the point is awarded to the player who gave the correct answer to the last (third) question.
5. In case of a "deciding round", all points awarded to players still count, and the player who gave the correct answer in the "deciding round" gets one point.
6. If a team player did not participate in the game, the steps will be settled with odds of "1".
7. Total rounds. This market is settled based on actual number of rounds in the game. For example, the score is 5:5, the players opt for "deciding round" and win. The score becomes 6:0, but the round total will be counted as follows: $5+5+1 = 11$.
8. All steps are settled based on data published at the official website: <http://chgk.tvigra.ru>.

FORMULA 1, MOTORSPORT

1. If the race has not completed and the official results have not been announced, all steps will be void, unless the outcomes have been already obtained.
2. Steps will be settled according to FIA classification after the last race of the season is completed.
3. Steps in respect of Qualifying. According to FIA, the official time of the qualification run will be used to settle the steps. The stage three time is used to settle the fastest driver. If there is no stage 3, steps will be settled based on the official FIA scoreboard. Penalties do not count for settlements. However, according to FIA, the penalty time in qualification run does count. For steps to be valid, drivers must enter stage one. For the steps in respect of the fastest qualification runs 1 and 2 to be valid, the drivers must start the special stage.
4. To be classified. In order to be classified, the driver has to complete 90% of laps completed by the winner. The driver who retires from the race after completing 90% of laps completed by winner is deemed to have classified.
5. Race (final classification) winner The winner is the driver who takes the first place in the race final protocol (final classification).
6. Finishing position.
7. Driver Head-to-Head. Which driver of the two listed will perform better. Better performing is the driver who takes higher place in the race (final classification). For the steps to be valid, both drivers must start the run.

If one of the two drivers fails to finish, the step will be settled based on the number of completed laps.

If both drivers retire, the driver who completed more laps is deemed winner. If both drivers retire at the same lap, steps will be settled with odds of "1".

If the driver fails to set the fastest lap, then their place is settled based on final classification protocol.

8. To complete the race – Y/N. Whether a specific driver finishes the race or not. The driver is deemed to have finished the race if they classified.
9. Fastest lap. Which driver will set the fastest lap of the race?
10. Warm-up lap counts in the race.

LACROSSE

1. Steps are settled inclusive of overtime.
2. If the goal is scored at 9:00, then such goal is deemed to have been scored from 1st to 9th minute. If the goal is scored at 1:00, then the goal is deemed to have been scored at 1st minute.

KVN

1. All steps are settled based on data published at the official website: www.amik.ru.

ESPORTS

1. All steps in respect of totals and handicaps for Counter-Strike rounds are settled with account of possible overtime.
2. If any player (team) gets disqualified from the match for any reason, such player (team) is deemed to have lost all remaining rounds/maps. In LIVE, all steps are settled with odds of "1" if the outcome has not been obtained by the time of match abandonment.
3. If a game is postponed for more than 24 hours, steps in respect of such game will be settled with odds of "1".
4. In case of a typo in quoted player/team name, the steps stand, including if the player participates under a smurf account.
5. If the match is stopped by a judge and is replayed, the abandoned game does not count.
6. Totals and handicaps are listed for maps, unless expressly stated that total and handicaps are listed for a specific map, or the match is a BO1.
7. The "Map to end at daytime" markets are settled based on in-game time of day. The first day starts at 0:00, first night begins after 4 minutes, and the day-night cycle goes on accordingly. The Dark Ascension ability of Night Stalker counts as daytime.
8. In Dota 2 and League of Legends, a map is considered won when another team's throne falls or nexus is destroyed, respectively.

OLYMPICS

1. The start of the competition during the Olympics is the start of the first qualification round.

2. Steps in respect of the number of medals will be settled on the official medal table at the end of the Olympic Games.
3. If the fixture is postponed or moved to another venue, all steps will stand until the end of competition.
4. Steps in respect of contests between two competitors (individual or team). Both competitors must enter the competition for the steps to be valid. If any competitor withdraws during the competition for any reason, their opponent is deemed winner. If any of the competitors withdraws, all steps in respect of such participant are void.

WINTER SPORTS

1. The start of the competition is the start of the first qualification round.
2. Steps in respect of contests between two competitors (individual or team). Both competitors must enter the competition for the steps to be valid. If any competitor withdraws during the competition for any reason, their opponent is deemed winner. If any of the competitors withdraws, all steps in respect of such participant are void.

GAELIC FOOTBALL, HURLING

Gaelic football is a sports with elements of football and rugby.

1. All steps are settled based on full time of the match (70 minutes of play: 2 35-minute periods; or 60 minutes of play with 2 30-minute periods). For the steps to be settled, the match must be completed, except for markets for which the outcomes have been already obtained by the time of match abandonment.
2. All steps are settled on the match score:
 1. Goal – three points (goal scored in the net).
 2. Point – one point (goal scored above the crossbar).

Example: Final score is Team A 0-12 (first number is the goal total, second number is the point total), Team B 2-5 (2 goals time 3, plus 5 points = 11 points). The resulting score-line after conversion will be listed as 12-11, Team A wins.

TANK BIATHLON

1. Rules of tank biathlon are available at <http://mil.ru>
2. Example: "1st Race (06.08.2014 | 10:00) – Kuwait to Win – Yes". This step will be settled with positive result is the Kuwait crew takes the first place in the race.

EFOOTBALL

eFootball – broadcasts of a multiplayer game (football simulator).

Steps are made in respect of Champions League and Europa League.

1. All steps are settled upon actual completion of the event.
2. Minimum step amount is 10 points.
3. Step amount limits may be changed without prior notice.

4. Steps in respect of football are settled based on regular time.
5. In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.
6. Steps in respect of eFootball Champions League are offered both on pre-match and LIVE (real time) basis. All eFootball matches are broadcast in real time.
7. **Available steps** (full time):
 1. Match outcome;
 2. Double Chance;
 3. Handicap;
 4. Total (over/under);
 5. Team Total (over/under);
 6. Total (odd/even);
 7. Correct Score;
 8. Next Goal.

COUNTER-STRIKE (MULTIPLIER SHOOTER)

Counter-Strike – broadcasts of multiplayer first-person shooter (video game).

Steps are made in respect of matches between two teams. First team to take 11 rounds wins (21 rounds maximum).

All steps are settled upon actual completion of the event.

The round duration is exactly 2 minutes. Any actions made after this time period do not count for settlement purposes.

On maps with bomb, if the time runs out and the bomb has not been planted, counter-terrorists win the round.

On maps with hostages, if the time runs out and the hostages have not been rescued, terrorists win the round.

Minimum step amount is 10 points.

In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.

"Bomb Planted Y/N". Whether the bomb has been planted in the round or not (even after all counter-terrorists were killed). The bomb placement is what matters.

Steps in respect of round win in case of "Bomb Planted" are settled as follows:

1. bomb planted and defused – counter-terrorists win;
2. bomb planted and exploded – terrorists win.

Only steps of LIVE variety are available. The games are broadcast in real time.

Available steps:

1. Match outcome;
2. Handicap;
3. Total (over/under);
4. Team Total (over/under);
5. Bomb Planted
6. Round Win
7. Round Total
8. Round Handicap
9. Round Headshots Total
10. Round Frag Total (Player)
11. Round Frag Total (odd/even)
12. Round Win Type
13. Round Duration
14. Bomb Defused
15. Round Win
16. Team to Make 1st Frag* in Round
17. Death by Accident*** in Round
18. Round Headshots** Total
19. Clean Sweep in Round

*Frag – point awarded for killing an enemy player (any death counts, including due to bomb exploding).

**Headshot – a hit to the head.

***Death by Accident – death by falling, death due to bomb exploding.

EHOCKEY

eHockey – broadcasts of multiplayer game (hockey simulator).

Steps are made in respect of Stanley Cup.

1. All steps are settled upon actual completion of the event.
2. Minimum step amount is 10 points.
3. Step amount limits may be changed without prior notice.
4. Steps are settled based on regular time.
5. In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.
6. Steps are offered both on pre-match and LIVE (real time) basis. All eHockey matches are broadcast in real time.
7. **Available steps** (full time):
 1. Match outcome;
 2. Double Chance;
 3. Handicap;
 4. Total (over/under);

5. Match Result;
6. Overtime Y/N.

UFC EFIGHTING

Ultimate Fighting Championship – mixed fighting video game.

1. **Submission** – win by submission lock.
2. **Takedown** – any successful throw.
3. **Knockout**– fighter is unconscious after legal action.
4. **Knockdown** – a fighter touches the floor to support themselves (knee, hand) after receiving a blow.
5. **Technical Knockout**— – the fight is stopped by third party due to either fighter being unable to continue the fight. Technical Knockout types:
 1. Referee stoppage. The referee rules that one of the fighters cannot intelligently defend themselves any more.
 2. Doctor stoppage. A ringside doctor decides there's been an injury that prevents one fighter from defending themselves.
 3. Corner stoppage. The fighter's corner/team decides to stop the fight.
6. **Available markets:**
 - Fight outcome
 - Method of victory (PTS decision; KO; TKO; Submission)
 - Method of fighter's victory (Decision; KO; TKO; Submission)
 - Round (Fight to end in () round)
 - Totals (Rounds () Over/Under; Takedowns () Over/Under)

BET CONSTRUCTOR

1. Bet Constructor is a game where the participant picks a virtual team from among the players (teams) that play the actual matches, and then makes bets in respect of performance of these virtual teams. Steps are settled based on total number of sets (goals) won (scored) by the competitors in actual matches that are picked for the participant's virtual team.
2. Rules for picking competitors for virtual teams are as follows:
 - competitors playing against each other in the actual match cannot be on the same team;
 - a competitor in the actual match cannot be on two virtual teams at the same time;
 - a competitor of the actual match can be picked only once;
 - each virtual team may include from one to five competitors of the actual matches, and the number of competitors in virtual teams does not need to be same;
 - players from doubles matches can be picked for virtual teams;

- virtual teams may simultaneously include tennis players and football/hockey teams.
3. Markets are settled based on total sets (goals) won (scores) of each competitor on the virtual team in regular time of their respective match.
 4. Steps are accepted on the following markets:
 - Match result
 - Match result with handicap
 - Match total
 5. Only Single steps are available in Bet Constructor.
 6. If a match is delayed or postponed for any reason, all steps shall remain standing until match completion (or tournament completion).
 7. Steps will be settled after all actual matches from which the competitors were picked for virtual teams are completed. If one or more real matches are abandoned due to player retirement or disqualification, steps in respect of virtual teams are void, except where the outcome for settling the market have been already obtained.
 8. Totals and handicaps in tennis matches are in respect of sets.

EBASKETBALL

eBasketball – broadcasts of multiplayer game (basketball simulator).

1. All steps are settled upon actual completion of the event.
2. Minimum step amount is 10 points.
3. Maximum step amount for each event is determined by bookmaker's office individually.
4. Step amount limits may be changed without prior notice.
5. In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.
6. Steps are offered both on pre-match and LIVE (real time) basis. All eBasketball matches are broadcast in real time.
7. Available steps (full time):
 - Match outcome;
 - Handicap;
 - Total (over/under);
 - Total (odd/even);
 - Player Total (over/under).

WORLD OF TANKS

World of Tanks – broadcasts of multiplayer video game.

1. All steps are settled upon actual completion of the event.
2. Minimum step amount is 10 points.
3. Step amount limits may be changed without prior notice.

4. In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.
5. Steps are offered both on pre-match and LIVE (real time) basis. All games are broadcast in real time.
6. A team wins when it destroys all enemy vehicles (15) or captures the enemy's base.
7. If at the end of the match both bases have been captured while no team managed to destroy all enemy vehicles, the match is a draw.
8. Steps are made in respect of random battles in World of Tanks multiplayer game. The team members are selected at random.
9. Each team's score is the number of enemy vehicles that team destroyed (by whatever means).
10. **Available steps:**
 - match win;
 - handicap;
 - score total;
 - capture the flag.

ETENNIS

eTennis – broadcasts of multiplayer game (tennis simulator).

1. All steps are settled upon actual completion of the event.
2. Minimum step amount is 10 points.
3. Step amount limits may be changed without prior notice.
4. The game goes for one set.
5. In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.
6. Steps are offered both on pre-match and LIVE (real time) basis. All eTennis matches are broadcast in real time.
7. **Available steps: Totals and handicaps are taken in respect of games.**
 - Match outcome;
 - Handicap;
 - Total (over/under);
 - Player Total (over/under);
 - Correct Score;
 - Total (odd/even);
 - Game outcome.

DOTA 2 AND LEAGUE OF LEGENDS

Dota 2 and League of Legends – broadcasts of multiplayer game.

1. In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.
2. Steps are offered both on pre-match and LIVE (real time) basis. All games are broadcast in real time.
3. In Dota 2 and League of Legends, a map is considered won when another team's throne falls or nexus is destroyed, respectively.
4. The match is deemed to have been held if it has been played for at least 15 minutes.
5. The match is deemed void if any player leaves the game before "first blood".
6. If one or more players leave the match before its completion, this does not constitute a return. The match is settled anyway.
7. The match is selected at random and is broadcast online, real players participate in it.
8. **Available steps:**
 - Match win – the winning team is the one that destroys the enemy throne.
 - Frag Total Over/Under – teams' combined frag score at the end of the match;
 - Frag Race – the team that first reaches the indicated number of frags wins the race;
 - Who kills Roshan? – step in respect of which team will kill Roshan;
 - First Blood? – step in respect of which team will score the first frag.

WORMS

1. Worms – broadcasts of multiplayer turn-based strategy game (video game).
2. Two teams, 4 worms in each, use various weapons in turn sequence.
3. The point of the game is to destroy the enemy team.
4. Steps are made in respect of matches between two teams. The game goes until one team wins.
5. All steps are settled upon actual completion of the event.
6. Minimum step amount is 10 points.
7. Step amount limits may be changed without prior notice.
8. In case of staff errors or software failures (obvious typos in offered prices, odds mismatch, etc.) and other evidence of invalid steps, the bookmaker's office reserves the right to void such steps.
9. Handicaps, totals, and correct score are in respect of frags.
10. The team loses when all worms are dead.
11. The match is a draw if worms on both teams die in the same turn.
12. **Available steps:**
 - Match outcome;
 - Handicap;
 - Total (over/under);
 - Total (odd/even);
 - Correct Score